

ISSUE NO.
260
OCTOBER
NOV/DEC PRE-ORDER

GTM

GAME TRADE MAGAZINE



THE HUNGER

RICHARD GARFIELD



\$3.99 US \$3.72 CAN

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PRINTED IN CANADA

IN THIS ISSUE:

- BEWARE MACHINES AND MACHINATIONS IN DIRE WOLF DIGITAL'S *RISE OF IX*, THE FIRST EXPANSION TO *DUNE: IMPERIUM*!
- YOUR FAVORITE LOVABLY QUIRKY CITY IS BACK AT IT AGAIN IN *MACHI KORO 2* FROM PANDASAURUS GAMES!

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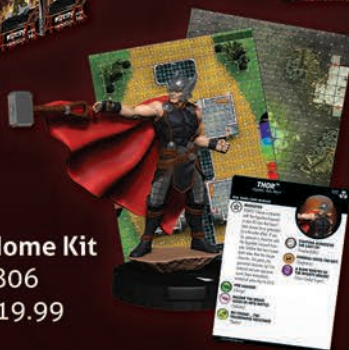
Booster Brick
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"I highly recommend it, lots of fun for families and just for gamers has push your luck with a lot of strategy."

Better Half Reviews

"Fun... super fun...super super fun... I have to say it, the more I play the more i like it."

**The Nerd Shelves,
Michael**

"My favorite thing about the game is it gets more interesting as time goes by."

**The Dice Tower,
Tom Vasel**

"I'm really impressed by the innovation."

JonGetsGames

www.alderac.com/sheepy-time

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COVER STORY



Race The Sun In The Hunger

Become the most notorious vampire as you hunt humans, tempt familiars into helping you, and increase your powers while racing the sunrise in the latest tabletop sensation from Richard Garfield!

by Derek Shuck

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Dune Imperium: Rise of Ix Expansion

This new expansion focuses on the technocratic society of Ix, adding new Imperium, Intrigue, and Conflict cards, dreadnoughts, and six new leaders across three Houses. This is the perfect addition for Dune: Imperium fans!

by Paul Dennen

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Machi Koro 2: More Than The Sum Of Its Dice

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by Pandasaurus Games

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Starfinder RPG: Galaxy Exploration Manual Hardcover from Paizo Publishing

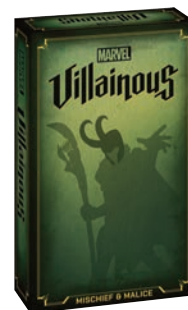
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NEW FROM PAIZO



STRENGTH OF THOUSANDS: HURRICANE'S HOWL

Sent with their students to the edge of the Mwangi Expanse, the heroes must unearth ancient ruins while keeping themselves and their students out of danger.

PZ090171 MSRP \$24.99



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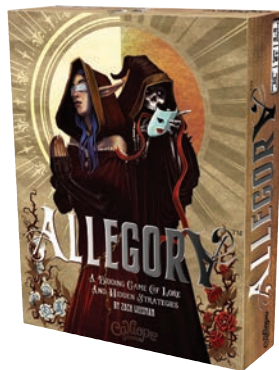
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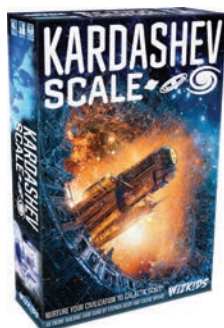
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A New Take On The Murder Mystery
by Matt Holland

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For players of all experience levels

EPIC ENCOUNTERS

Temple of the Snake God

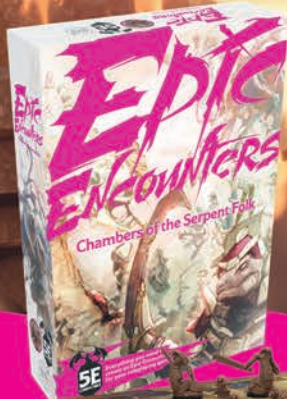
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Greetings Dear Readers!

Welcome your **SPOOK-TACULAR** October edition of *Game Trade Magazine*.

Autumn is once again upon us and that means Halloween will be here soon!

I know I've mentioned this before, but Halloween is one of my favorite holidays and let me just say that this issue definitely channels some great macabre and fun energy.

First off, we have the latest from Renegade Game Studios and game design luminary, Richard Garfield — *The Hunger!* In this game, players assume the roles of vampires as they scheme and hunt through the night to become the most powerful monster of the night — but don't get caught out after sunrise!

We also have an exclusive scenario from our friends at Firelock Games for *Blood & Plunder* titled *Treasure Haunt!* Does your crew have what it takes to salvage hidden treasure, or will they just become part of the wreck?

Next up, we explore dark machinations and mysterious machines of the technocratic Ixians in the *Rise of Ix* expansion for *Dune Imperium* from Dire Wolf Digital.

If you like your horror a little more family-friendly, then you need to check out Playmonster's *Zombie Chase!* Can you escape the confines of the Lake Nymby Amusement Park, or will you become one of the zombie horde?

And let us not forget the dark horrors of *The Night Cage!* Smirk and Dagger's Curt Covert details how you can use the special Endbringer promo insert found in this issue. Explore the claustrophobic confines of the *Night Cage* and pray you do not encounter this new boss monster!

All treats, no tricks. That's how we do it at GTM.

Game On,
JG



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GTM

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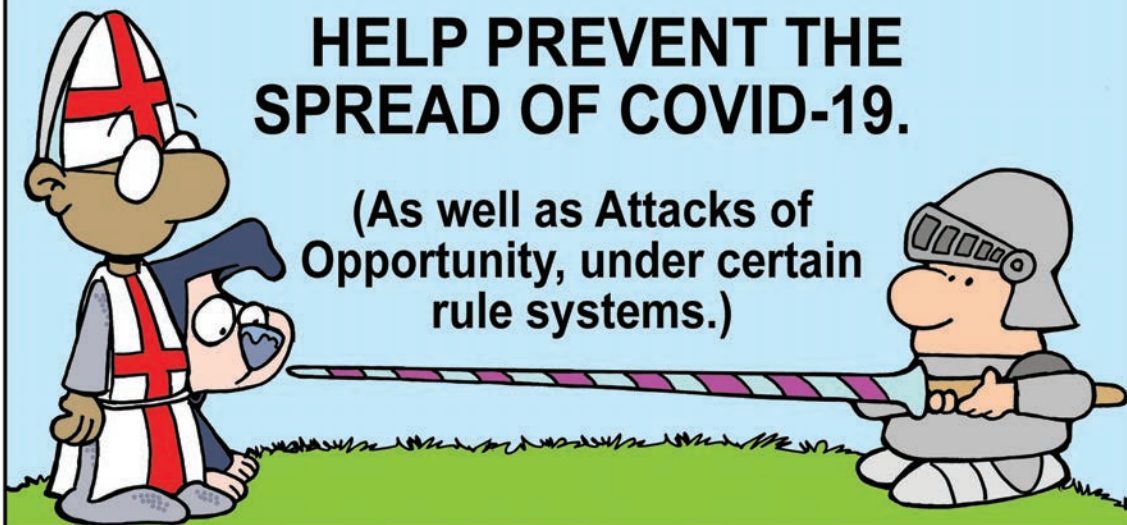
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FOR YOUR SAFETY

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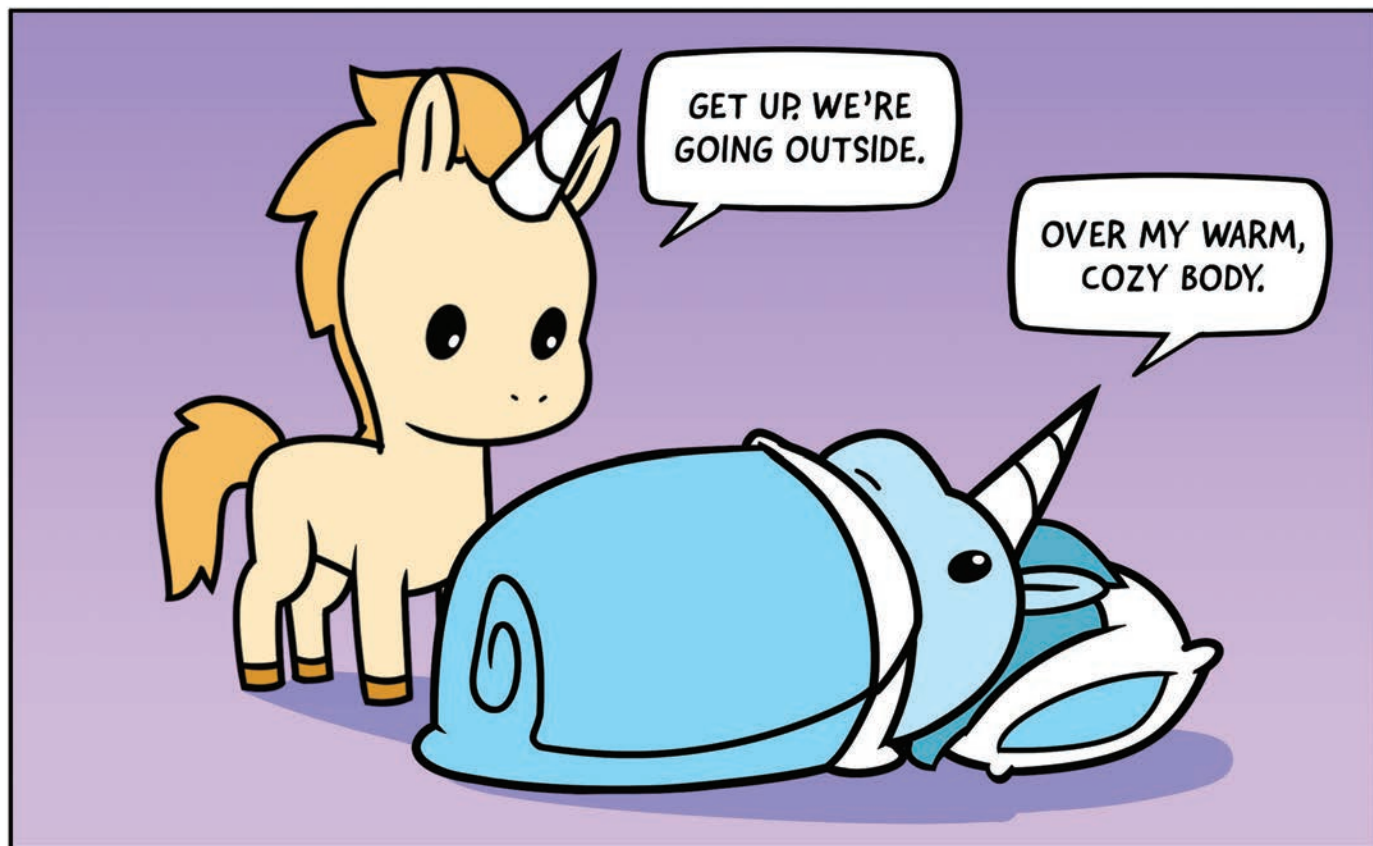
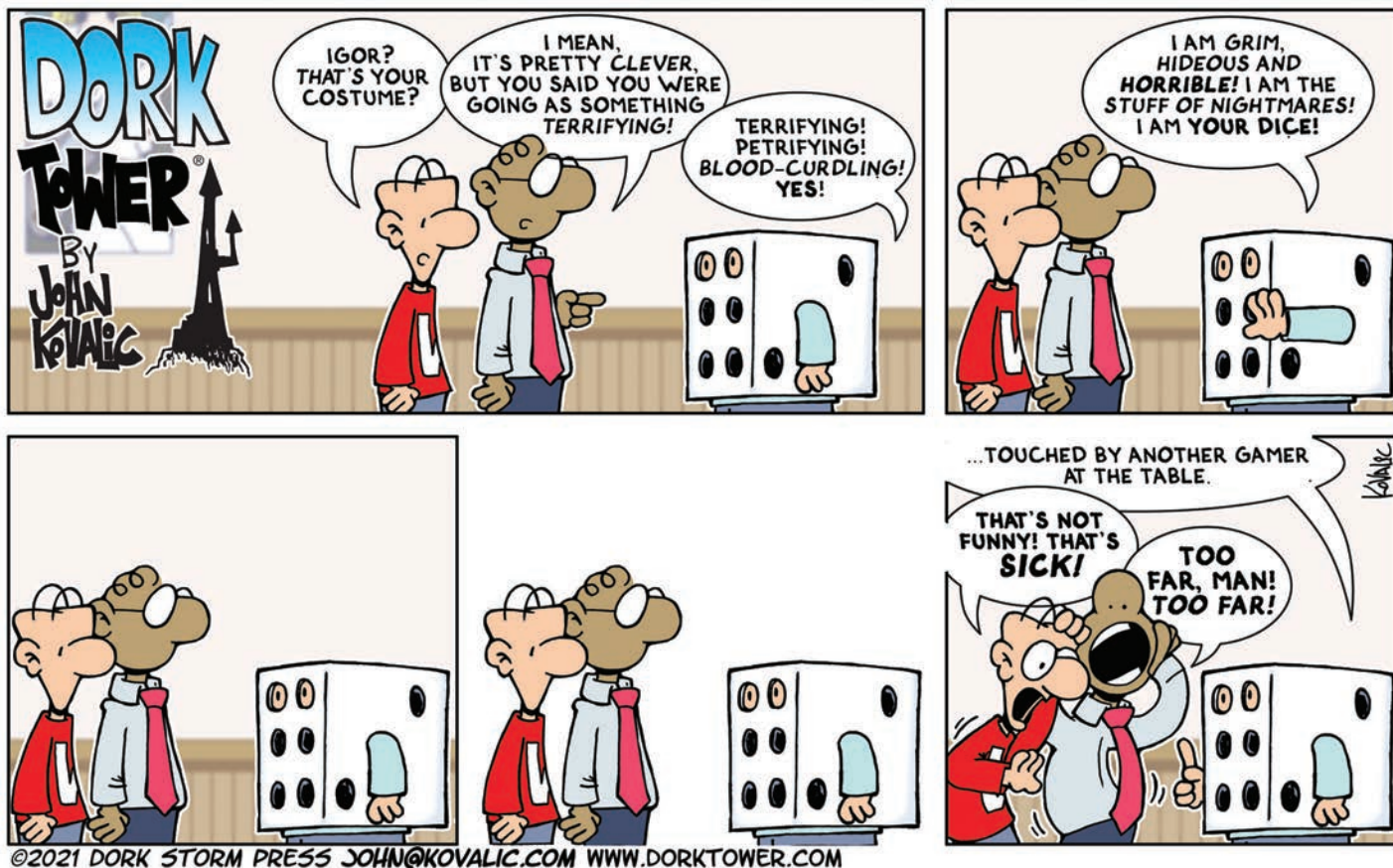


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With a group of pioneers, you have left civilization behind to settle along the shores of Boonlake, a long-forgotten region inhabited by humans long ago. This unexplored area beckons you! Become part of a new community and commit yourself to the common good. Explore the landscapes, build houses and settlements, raise cattle, produce raw materials, and develop your infrastructure. Do your best to automate these processes. Seize the opportunity to make the best of your new life in Boonlake.



165 PROJECT CARDS

Your objective in this expert game by Alexander Pfister is to improve both your life and your group's life, but how you accomplish this is up to you. Introducing a novel action mechanism, every game progresses differently. Will you focus on expansion? Or maybe you contribute to creating an infrastructure? Or possibly pursue your own agenda? Carefully consider what you choose, as each action benefits everyone else.

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40'
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MSRP 69.95

Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or MAY.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first issue*, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON



MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for responsible play. Scheduled to ship in October 2020.
TAC 491486... \$34.95

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15549... \$1.99

PASSAGE TO AUTUMN PLAYMAT
UPI 15530... \$1.99

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15527... \$1.99

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15526... \$1.99

WHERE THE WIND TAKES YOU PLAYMAT
UPI 15529... \$1.99

AMY BROWN
Scheduled to ship in July 2020.

AUTUMN STROLL PLAYMAT
UPI 15550... \$1.99

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15525... \$1.99

MORGAN LE FET PLAYMAT
UPI 15528... \$1.99

USAOPOLY

SPOTLIGHT ON



CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO E8010720... \$1.99

DRAGON BALL Z: COLLECTOR'S CHESS SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-designed, full-color chess pieces and a board with the Dragon Ball Z logo. Scheduled to ship in September 2020.
USO CH113449... \$1.99

MONOPOLY: ELF
Form of the classic holiday line Elf will be filled pink as they travel down memory lane in this reimagined version of Monopoly. Scheduled to ship in September 2020.
USO HND10595... \$1.99

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC310103... \$1.99

SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.
USO S096712... \$1.99

WIZARDS OF THE COAST

FEATURED ITEM



MAGIC THE GATHERING CCG: CORE 2021
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BOOSTER DISPLAY (34) WOC C75030000... \$1.99
BUNDLE WOC C75070000... \$1.99
COLLECTOR BOOSTER DISPLAY (12) WOC C75100000... \$1.99
PLANESWALKER DECK DISPLAY (11) WOC C75060000... \$1.99
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400... \$1.99

WIZKIDS/NECA

SPOTLIGHT ON



DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 100mm tall, this miniature is based on the all-new set for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019... \$49.99

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Frightful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752... \$129.90

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix: Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755... \$9.99

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753... \$16.99

FEATURED ITEM



SUPER-SKILL PINBALL: 4-CADE
Super-Skill Pinball: 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from occasional designer Geoff Engelen. Choose one of the four unique tables and matching backdrops for something new, then roll a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520... \$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM

!!! FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

SPOTLIGHT ON

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

PI OR PLEASE INQUIRE

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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RACE THE SUN IN

THE HUNGER

RICHARD GARFIELD

THE HUNGER

RGS 02241 \$50.00 | Available September 2021!

Vampires awake from their torpor as the eternal roses are blooming. You have until sunrise to run to the labyrinth and pick the most beautiful bloom, hunting for humans on your way, tempting familiars into helping you, and increasing your powers to become the most notorious vampire.

Renegade Game Studios is proud to present *The Hunger*, a deck-building game from famed designer Richard Garfield where 2-6 players take on the role of vampires hunting humans to gain victory points, fulfill secret missions, and eventually acquire a rose and return to the castle before sunrise. The more you hunt, the slower you become, which will make it difficult to get back before daybreak. Can you become the most notorious vampire? Or will you burn to ashes at sunrise?

A STORIED LEGACY

The Hunger is the next game from famed designer Richard Garfield with collaboration from Guillaume Gille-Naves, who has worked with Garfield on games like *King of Tokyo* and *Bunny Kingdom*. While the games share little thematic ties, each has benefited from the partnership.

"Each [game] represents exploration of different game mechanics that interested me at the time," Garfield said. "I knew [Gille-Naves] before I worked with him on these games - but my work on those games convinced me he was an excellent and passionate game developer that would improve any project he took on. I was delighted to be able to work with him on *The Hunger*."



THE HUNT IS ON

In *The Hunger*, players will earn victory points by venturing out of their castle and hunting for humans while the sun is down. They'll have 15 turns to collect as many victory points as possible and return to the castle to avoid imminent death and defeat.

A player's turn is split into three distinct phases. First, they must play every card in their hand in any order they choose. Next, they calculate their speed based on those cards and may move a number



of spaces up to that amount in one direction, the further you get out from the castle, the more victory points hunted humans are worth, but you must always make sure you have the time to make it back before sunup. Finally, a vampire may hunt, using any remaining speed to select a group of cards to add to their deck, including fresh humans who are almost always worth victory points as soon as they are claimed.



But it's not so simple. while these human cards do earn players victory points, you'll find they do little else to aid your hunt when you draw them. Unlike more traditional deck-building games, *The Hunger* aims to have the player find the difficult balance between adding more victory points to their score and clogging up their deck with human cards who had nothing of value, or at worse can actively hurt them by taking away speed or even forcing them to move in the wrong direction.



"Most deck-builders your deck grows in power, in [*The Hunger*] there was a reasonable chance your deck was never going to be better than it was at the start. There were cards - vampiric powers and familiars - that improved your deck, but it wasn't the generally the familiar arc of 'better and better'. Improving your deck was a strategy, but it wasn't vital to win," Garfield said, reflecting on the creation of the game.

Cards you hunt don't have individual costs, instead they move along a grid of available options that you purchase with your remaining speed when you hunt. The only stipulation is you must take every card on the grid spot you choose to hunt in. Each turn, unselected cards become cheaper, eventually creating a glut of cards that can earn you big victory points if hunted. But of course, you always must be aware of the consequences to your deck. While there may be temptation to hunt a tasty human, do you really want the drunks who accompany them and will move you the wrong way when you play them on a later turn? Is it worth gorging on excess humans if you have a mission to hunt fewer humans than any other vampire? The choice in *The Hunger* is always yours.

THE ENCROACHING SUN

Players will have to find a balance between making sure they can retreat safely to the castle and venturing further out onto the board, where humans are worth more victory points. In the furthest reaches of the board, you may even gain a rose by traversing the labyrinth, granting you new and powerful ways to earn victory points as you begin your long trek back to the castle.



Furthermore, missions both public and private can be undertaken to earn additional points, many of which encourage riskier plays to ensure victory. While this may make it seem like pushing your luck is the optimal choice, victory points mean nothing if you don't make it back to the castle by the 15th turn, and bloated vampires may move slower than you would like.

"The clock in this game is much harsher than most games. In a typical deck-building game the clock is the point where everyone counts up their points and see who won. In *The Hunger* it is where some of the players might burn up in the light of a new day," Garfield said.

This set clock means nearly every game is going to end in nail-biting fashion as bloated vampires ace back to the castle, discovering if their gambits have paid off or if their victory will dissipate in the sun. Player order is also determined by who is furthest away from the castle, and the pool for hunting is only replenished when every player has taken their turn, this means vampires further out will get to select their victims first, while those close to the castle will have to choose from whatever humans remain. However, what these cautious vampires lose in points can be gained in a bonus by being the first back to the castle. There's not just one path to victory in *The Hunger*, finding the right balance is key.

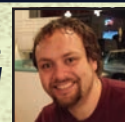
THE NIGHT COMES



Can you survive the night and become the most notorious vampire? Find out when *The Hunger* releases this September. All first edition copies of *The Hunger* come with four additional familiars: Callo, Night, Lupo and Farkas, for use in the main deck, be sure to purchase the *Hunger* when it releases in just a few weeks to not miss out on this exclusive content!

...

Derek Shuck is a freelance writer whose work has appeared in everything from the local paper to the biggest websites in the world. His grandma once called him "The John Wayne of Words."



KARDASHEV SCALE

WIZKIDS

KARDASHEV SCALE

WZK 87554 \$24.99 | Available December 2021!

Kardashev Scale is a game of Stellar Civilization for 2-6 players that plays in just 30 minutes. It uses intuitive mechanics to quickly build technology that allows players to expand their empire. Be the first to acquire amazing technologies and assure your dominance of the galactic empire.

In 1964, Nicolai Kardashev proposed a simple method of measuring a civilization's galactic expansion through its resources that it used. He postulated that a civilization would expand into three stages as it grew and would require increasing resources (planetary, solar system, and galactic.) The civilization's ability to harness those resources would allow it to advance to the next stage. This theorem became known as the "Kardashev Scale" and became the inspiration for the fast-playing exciting game of stellar conquest of the same name.

In *Kardashev Scale*, players each represent competing planets that are expanding their civilization throughout the solar system and onto the galaxy. Each turn, players simultaneously set their empire's policy by choosing an action that they will perform against their neighboring empires (Conflict, Research or Trade.) Each action trumps the next one (ala Rock, Paper, Scissors) and yields resources of that correspond to that action. Thus, a player who chooses conflict will grow in military power, but not benefit by trade. Players then compare their actions with the player to the left or right of them and reap resources for winning or tying their opponents. As

players quickly amass assets, they may instead they may choose a fourth action, Advance. Advancing a civilization allows the player to spend the resources on a variety of technology and cultural marvels.

These discoveries are separated into a tech tree and must be built with basic technology supporting more exotic inventions.

1st tier advancements allow players to manipulate resources and action card outcomes and correspond to Kardashev's planetary resources. They are the foundations of technology that will allow you to develop more exotic technologies and cultural advancements.

2nd tier advancements focus on scoring opportunities and are supported by more basic technologies. These represent the key technologies that will allow you to expand your empire.

3rd tier advancements represent the pinnacle of the empire's expansion into the galaxy. They are the most difficult to achieve and building even is a magnificent accomplishment.

Players always have at least six advancements to choose from and the variety of advancements allow players to create synergistic card combinations providing a tactical edge.

Although players race to gather the best technologies, playing the advancement action allows neighboring empires to gather critical resources so players must weigh the pros a cons of each purchase.

The intuitive mechanics and streamlined play allow players to focus on bluffing and outguessing their opponents. Successfully reading your foes gains you critical resources and your choice of advancements. However, even as you advance the other players will follow suit and be poised to usurp the lead. The race for galactic supremacy is on. Expand your empire. Acquire rare technologies. Crush your foes. The galaxy awaits you in "Kardashev Scale"

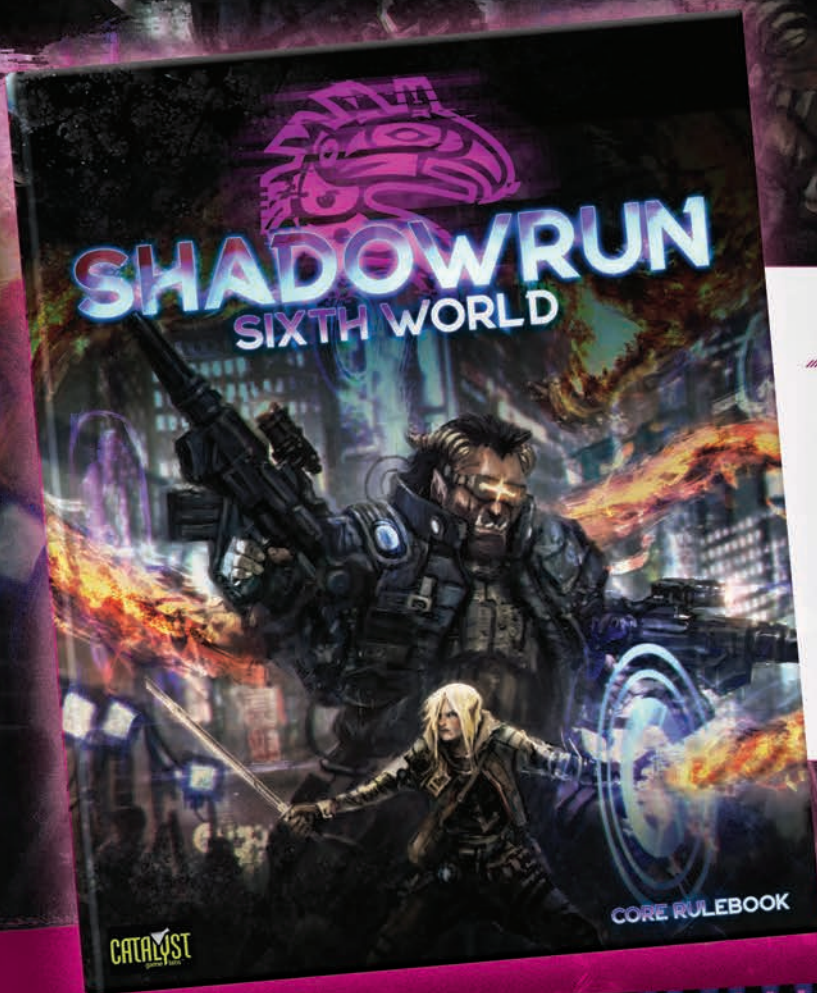
they'll be the ones raking in the resources and within minutes they begin purchasing technologies and shaping their empires.

Open information about resources and advancement costs adds another layer of decision making. The metagame of choices combined with acquiring exciting combinations of technology provides a very fulfilling game experience packed into a short playtime.



SHADOWRUN[®]

SIXTH WORLD



RISK IT ALL!

Half-measures won't do. Neither will playing it safe. The Sixth World demands that you give everything you got—or it will take it. Grab your weapon—whether it be a gun, a blade, a cyberdeck, a drone, or the spellcasting power of your own hands—and prepare to do the dirty work no one else will do, since you have the skills no one else has.

Shadowrun, Sixth World is the latest edition of one of the most popular, enduring role-playing games of all time. With faster gameplay and streamlined rules, this edition is designed to get you right into the cyberpunk-crossed-with-fantasy action, taking the risks you need to survive—and someday become a legend.

NOW AVAILABLE

The **Shadowrun, Sixth World GM Screen** provides all the easy reference tools you expect in a GM screen, along with much more. Customizable art displays, pockets to show the exact data you want to see and also display NPC cards (letting the players see the art and gamemasters see the stats), and a Heat tracker to give real-time feedback on the pressure they're facing all help make the screen a unique tool. Don't just learn the game—use the screen to get into it!



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WARNING:

ZOMBIES APPROACHING!

PlayMonster



ZOMBIE CHASE

PAT 7030 PI | Available Now!

Perfect for beginners and pros alike, *Zombie Chase* is a great choice for the next family game night! Set at Lake Nomby Amusement Park, everyone was having a wonderful time until the sun began to set and an ominous crash is heard at the center of the park. From within the dark and creepy park maintenance shed, a moaning sound emerges. The owner of that sound quickly becomes clear as the park's janitor appears. He's looking a little bit green, but he's not sick — he's a zombie! In a panic, the park guests and security flee the park and lock the gates behind them to keep the zombie trapped inside. The problem is the janitor isn't the only one left behind! YOU'RE trapped too!

Players take on the role of kids who are trapped in Lake Nomby Amusement Park. Hidden across the board are flashlights dropped by security on their way out of the park. Players will need these to search the spooky maintenance shed, find a key to the park gates, and escape to win. They'll have to use their strategy skills to find the items they need to escape the park before it's too late! But there are more obstacles in place than needing to search for the key — after all, the kids aren't alone!"

The zombie janitor will be wandering the board in search of brains, and he won't stop until all the players have joined his team of undead. If he catches a player, they get transformed into a zombie! Zombie players are still in the game — they just have a new objective: turn the rest of the players into zombies too!



All playing pieces come with two sides — human and zombie. Get bit and you'll be flipped! If you cross paths with a zombie, you become one of them! All players have to do if they've been bitten is flip their piece inside out to switch to their zombie playing piece. Then they can continue moving around the board trying to satisfy their hunger for brains by infecting their fellow players. Be the zombie that turns the final human into a zombie to win the game!

Human players will need to strategize to stay one step ahead of the janitor and any players who might join him, find a flashlight and a key, and make it to the exit to win! The flashlights left by security are facedown tiles on special spaces around the board, but not every space contains this helpful tool. Some spaces have cotton candy, yum! Zombies hate sticky cotton candy and can't infect any players standing on those spaces. If they do land there, they'll get stuck and lose a turn trying to escape the goopy mess.

Human kids will need to be careful to avoid the icky zombie slime. Not only is it gross, but who knows what will happen to any non-zombie who touches it? (We know — in the game players will lose a turn. But for everyone's health and chance at winning, we still recommend steering clear). There's also the manhole tile, which gives all players a one-way ride to

the maintenance shed. Luckily for human players, no one can get zombified in the maintenance shed, but it's still a terrifying place without a flashlight.

The rules and gameplay for *Zombie Chase* are simple enough for beginner players while also engaging enough for those with more experience. With two ways to win, everyone has a shot at coming out the winner and every playthrough is a new adventure. One thing is for sure: to win at Lake Nomby amusement park, alive or undead, you'll be needing plenty of brains!

Zombie Chase is available now from PlayMonster and retailers near you! For 2-6 players, ages 7 and up.

...



ZOMBIE CHASE™

YOU'LL NEED BRAAAAINS TO SURVIVE!



WARNING

- THINK AHEAD TO FIND YOUR WAY OUT OF THE AMUSEMENT PARK WITHOUT RUNNING INTO THE JANITOR-TURNED ZOMBIE!
- PLAYERS THAT ARE CAUGHT BECOME ZOMBIES AND MUST STOP OTHER PLAYERS FROM ESCAPING THE PARK.
- A FUN INTRO STRATEGY GAME FOR 2 TO 6 PLAYERS, AGES 7+



**WIN AS A
KID OR AS
A ZOMBIE!**



PlayMonSter



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VAGRANTSONG



VAGRANTSONG

WYR 11601 \$75.00 | Available Q4 2021!

You hop aboard the Silver Ferryman, a train as eerie as it is inviting. What you find is the sound of a fiddle player in the distance, playin' a tune that makes you never wanna leave, and a mysterious cat, black as midnight.



Well, look at you — resh blood. Bright eyed and bushy tailed. Even have a skip in your step, I see. That won't last for long. Do you even know where you are? You're aboard the Silver Ferryman, and this place has a tendency to make good souls lose their way.

What's with the pigeon-livered look? Never talked to a cat before? Don't make it weird, or else I won't be helpin' you none, and trust me when I say it, you're gonna need all the help you can get after hoppin' on this here train. Come to think of it, what's more peculiar? Talkin' to me, or the fact that nobody's tryin' to kick you off? Makes you wonder why the Silver Ferryman's so invitin'.

You know, you remind me of the last group of Vagrants that came aboard from the stop just before yours. Must've just missed 'em. Makes me wonder — did you trainhop in search of fame like the Songsmith? Glory like the Empress? Or maybe you're runnin' away from your past, just like the Cursebearer.



Either way, you're gonna need to be careful from here on out. As you might've already noticed, this ain't no ordinary train. The passengers here... well, let's just say that they won't be quite as cordial as I am. Better get comfortable, because the Ferryman ain't the type of train that stops often, not unless you do somethin' about it. And I reckon you might.

Luckily, you've got that Bindle in hand. Reach into that old bugger and you'll pull out all sorts of useful doodads that'll help you along the way. If you plan on survivin' this place, you're gonna have to be resourceful. You'd be amazed at how useful an iron nail or candle can be when you're trapped in a corner with a Haint on your heels.

Wait a second, you don't know what a Haint is? Where you comin' from, really? 'Round these parts, that's what we call the spirits wanderin' this place.



Ghosts and ghouls, devils and demons. You'll catch on real soon. As soon as you start seein' those Maco Lights, I'd wager that you'll get the bigger picture mighty quick. Ol' Maco Joe's been roamin' up and down these boxcars since I can remember, lookin' for that lost noggin' of his. But he's not the only one you should be worried about. Families without faces, men made from only the skin that was left over... there's a lot more on this train that you'll run into if you're not careful.

But if it's any consolation, you won't be alone. Those Vagrants I mentioned earlier are still alive and kickin', at least for a while. If you hurry, you might be able to convince them to let you join in on this little adventure. Not to mention this old cat can teach you some new tricks, so long as you've got what I need. If you can rustle up a few coins, I might have some Junk lyin' around.

Good luck, now, and keep an eye — or ear — for that fiddle player out yonder. If you do manage to get off this train with your soul still intact, one thing's for certain: for better or worse, you won't be leavin' the same person as you were when you started. You're gonna have to embrace that change with the lessons you learn along the way.

That's it from me. I'm sure you and I will be seein' each other plenty. Just watch your step, ya hear?

Like a cat without a care, he vanishes into the dark, leaving you all alone with only the rattling of the train to keep you company.



...

Kyle Rowan is a game designer who has read one too many ghost stories and Jack Kerouac novels, and just had to make a game about his obsessions. His other projects include Malifaux and Bayou Bash.

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DUNE

IMPERIUM

RISE OF IX



DUNE - IMPERIUM: RISE OF IX EXPANSION

DWD 01008..... \$40.00 | Available November 2021!

It's safe to say that the positive reception to *Dune: Imperium* by gamers around the world has exceeded all of our expectations. Count me and the team here at Dire Wolf among the fans extremely excited about the upcoming release of Legendary Picture's *Dune* movie this fall. I started working on the first expansion, *Rise of Ix*, late last summer before the base game's release, and the development team began working on it in early 2021. This timing allowed us to consider early player feedback while making development decisions.

Like all of the best strategies for galactic domination, our plans for *Dune: Imperium* are long-term. The base game is focused mostly on the events that correspond to the same timeline of the first movie, with art inspired by the movie's style, actors, and locations. When it came to the first expansion, we decided to hold off on events and characters from the much-anticipated movie sequel, so that we can maximize coherence and immersion between the game and the movies in a later expansion.

That meant that we wanted to take a conceptual detour for the first expansion. Fortunately, the massive *Dune* universe offered us several good options. The world of Ix and its advanced technology culture offered a great thematic match for some gameplay ideas I'd been playing around with, and we quickly zeroed in on our new thematic focus.

ECONOMIC DISRUPTION

One of the main goals for this expansion was to offer players more ways to spend their resources. While *Dune: Imperium* already includes a variety of paths and play patterns, I suspected that as players became more experienced with the game over time, they would appreciate even more diverse options. For example, in the base game, you almost always want to accrue Solari (the game's "money") to acquire a Swordmaster and/or a High Council seat. And you have a few good options for spice that you harvested — either selling it via CHOAM to convert it to Solari or use it to visit a few powerful spaces on the board. I wanted to disrupt these common patterns — not eliminate them, as much as offer more opportunities and increase replay value.

One of the main ways *Rise of Ix* does this is through the use of tech tiles. These tiles are randomly shuffled at the start of the game, and three of them are put on offer at the planet Ix. Tech tiles always cost spice, so players are now tempted to divert from their usual "spice tactics" by paying a visit to pick up a powerful piece of Ixian technology. For example, if a useful low-cost tech is revealed at the begin-



ning of the game, you may want to make a quick spice harvest and visit Ix to pick it up before your competitors get to it.

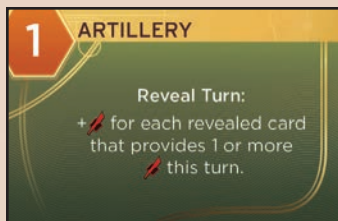
CHOAM CHANGES

In conjunction with offering players more opportunities to spend spice, I felt it was important to remove the base game's Sell Melange location from the board.

The expansion introduces a small overlay board which covers the Landsraad and CHOAM areas of the original board. The CHOAM revamp gives each player control over a freighter token, representing their house's efforts in commerce and shipping across the Imperium. When you visit one of the two CHOAM spaces — either Smuggling or Interstellar Shipping — you may either advance your freighter up on the freighter track or you may recall the freighter and earn all the rewards you've already reached. This offers players juicy options. Do you recall now and get those nice rewards to help propel your economy? Or do you continue to invest in your freighter for even better rewards later? I really enjoy these types of decisions and think the theme of CHOAM and commerce was a great thematic fit for it.



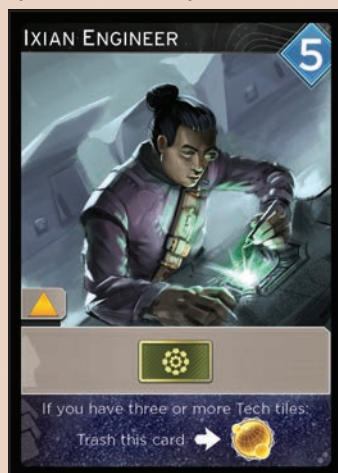
The lowest-tier effect of the shipping track is that you receive 5 Solari and all other players receive 1. This now allows players to earn more Solari without needing to convert spice to get it. You'll still





need to send agents to get big benefits, so the action economy is still similar, but players are now more able to direct their spice hauls into a wider variety of interesting (and hopefully effective!) choices and gameplay opportunities.

Another interesting tweak to the CHOAM overhaul was that the *Interstellar Shipping* space now offers players more incentives to get on good terms with the Spacing Guild. That space — which is approximately twice as powerful as its sister space, *Smuggling* — is only open to those players who have at least 2 Influence with the Spacing Guild. The base game already had a space — *Sietch Tabr* — that rewarded friendship with the Fremen, so this was a natural and thematic extension of gameplay that players were already familiar with.



FEAR NOTHING

While we're on the topic of economy and offering alternatives to players, *Rise of Ix* offers another option that intrepid players can explore. Instead of stockpiling your Solari until you have enough to acquire either a High Council seat (at 5 Solari) or a Swordmaster (at 8 Solari), there is now also a 3-Solari breakpoint where a player can visit Ix to buy a powerful fighting vessel called a dreadnought. 3 Solari is more than most leaders can afford in the first round, but usually easily affordable in round 2 and beyond, and anyone who invests in one or two dreadnoughts will see their combat prowess raised meaningfully.

Dreadnoughts are more powerful than troops (boosting your combat strength by 3 per dreadnought) and they can't be destroyed. If you lose a conflict where you have a dreadnought, it returns to your garrison instead of back to your supply. Each player has two dreadnought pieces, so you'll only need to visit Ix twice to reach your dreadnought cap. And, of course, being a worker placement game, typically only one player will be able to buy a dreadnought each round, so it is not necessarily easy to reach that cap!

The other interesting thing about dreadnoughts is that they interact with the rules regarding control markers. If you win a conflict where you have at least one dreadnought, you will send one of them to take control of a space on the board.



This control lasts for one round, and then the dreadnought returns to your garrison. There is also a tech tile you can buy that skips over this effect and instead gives you an even better one — you can trade in your dreadnought for a victory point. As anyone who has played *Dune: Imperium* already will probably tell you, a victory point is good — you only need about 10 to win!

...



Paul Dennen is the Creative Director of Dire Wolf Digital, and the lead designer of Dune: Imperium, Clank!, and the upcoming Wild Tiled West, among other board games and video games.

ALLEGORY™

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games

ALLEGORY

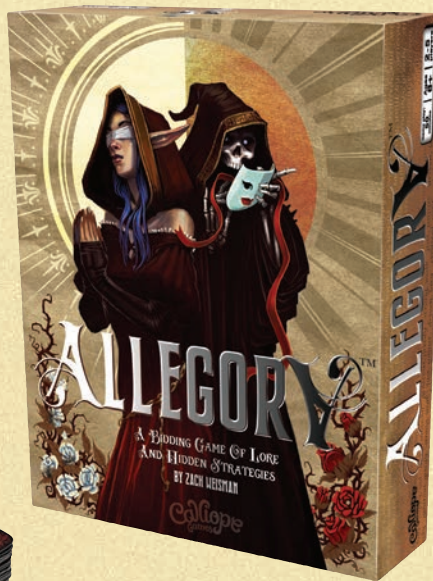
CLP 143 PI | Available Now!

Many years ago, on an average weekday, Zach Weisman sat down at a table with friends in a small restaurant somewhere in the Midwest. Zach was a game designer, and as game designers tend to do, he had something special to unveil before the food arrived: a bidding game that defied convention. Over the next hour, as he demonstrated the game to his friends, a kind of magic wove itself between the players and the cards and chips that made up the game. The players were ensorcelled by a design that defied the normal conventions of bidding and auction games. They identified twists on classic games and new; they ignored their food, so caught up in the game they were playing. At the time, the design was nearly themeless, just shapes and colors denoting the sets to be collected. But there was no denying that the gameplay was new, different, and above all, enjoyable. It just needed a good story to tie it all together.

In *Allegory*, 2-6 players take on the roles of master storytellers, using lore to craft three tales. It is an auction game, where bidding chips — in this case Lore chips — is the primary mechanism. But like any good story, there are plot twists to this game. These involve how you use and gain Lore chips, how you place your cards into the trilogy of tales you are writing, and how you score points in the end.

In most bidding games, the one who wins the round takes the chips. Not so in *Allegory*. The winner of an auction in this game gets to take any one of the face-up Theme cards lined up in the Inspiration Pool in the center of the table... but then they must distribute all the chips they used to win the auction across the remaining cards in the center! As rounds go on, when players fold, they have the option to claim the card from the middle of the table that has the most Lore chips on it. But those cards feature a range of different values, with some being negative. A shrewd storyteller may win a round, then load their chips onto a negative value card, making it more difficult for others later.

There are two plot twists when it comes to the Theme cards. Cards you win and take are added into the tableau of three



tales you are writing: Nature, Spirit, and Energy. The first twist is that to even be eligible to win the game, you must have at least one card of each of the three types. This means that sometimes the value of the card means less than its type, because you desperately need a card in your Spirit tale. The other twist is that only the tale with the lowest total value counts for final scoring. For instance, if your Energy tale was valued at 8, your Nature tale was valued at 5, and

your Spirit tale was valued at 1, then only your Spirit tale would be scored in the end! But be heartened, weary story weaver. You get bonus points for every 3 of a kind you can collect of a certain theme symbol, and for being able to weave your Hidden Moral card into each of your tales. So perhaps that -2 card with the mask symbol is more beneficial than the other players realize...

To bring this simple yet complex game to life on the table, artist David Cornish evoked a tarot-like dichotomy motif. Each card's lavish illustration is purposefully vague, each featuring the flip sides of a theme that the player can determine. Whether it is good vs evil, rich vs poor, happy vs sad, or generous vs greedy, the Theme cards together allow the players — as storytellers — to craft the tales they wish.

When designer Zach Weisman unveiled his new game to friends that fateful night many years ago, he was beginning a journey that would eventually culminate in *Allegory*. The game is available now, waiting for the right group of mythic authors to weave tales, bid lore, and become legends in their own time!

...

Chris Leder is the Director of Fun™ at Calliope Games. He also designs games, including Roll For It!, Back to the Future: Dice Through Time, and Mass Transit.



CRIMES & CAPERS

A COOPERATIVE MYSTERY PUZZLE GAME



ROMI
RULEZ!



Hey...do you know who framed Romi?



AGES 14+



4-6 PLAYERS



90 MIN

Welcome to 1998...

Romi's been framed! As the senior leaders of Blair High School, you have gathered the passed notes from today to see if you can figure out who framed Romi. If you don't figure it out, she will be expelled!

Crimes & Capers: High School Hijinks is a cooperative game where you and a group of friends will take on the roles of 90s high school students and work together to solve the mystery. No special skills or prior knowledge are required. Read notes and solve puzzles to unlock Romi's locker, then figure out who framed her!

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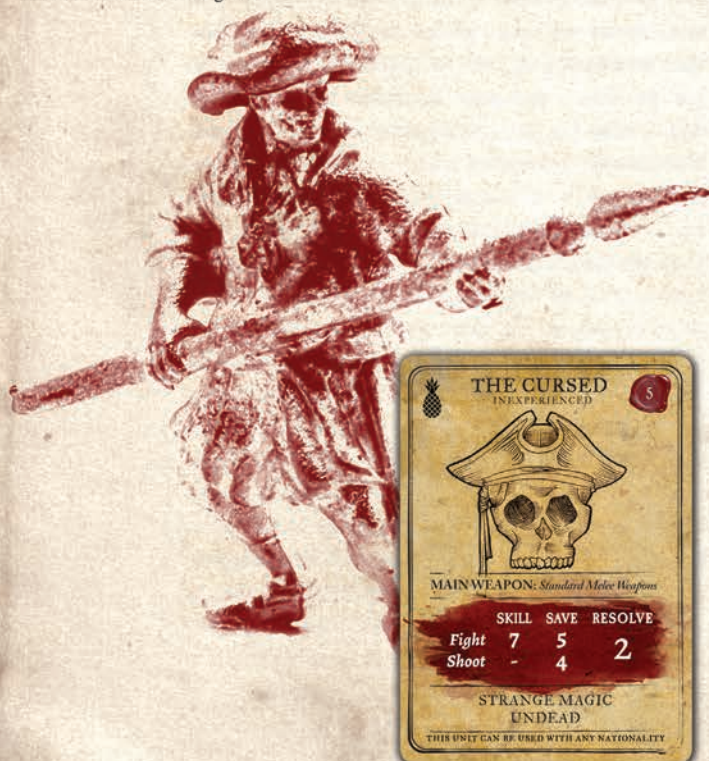
FIRELOCK GAMES

by Tyler Stone

We historical gamers can be a dour bunch, can't we? While I've met plenty of fellow gamers with a hand in both the historical and the sci-fi or fantasy sides of gaming, it can sometimes feel that we live by that old adage which ends, "and ne'er the two shall meet!" It's a rare sort of game that sets out to imbue a historical game with fantastic flair, and they always seem to be met with skepticism by the grey-bearded, button counters among us. With Halloween soon approaching though, what are historical gamers to do if we want to grab some of that ethereal youth, magic and fright out of thin air and imbue it into a game – but don't want to pick up a whole new rule-set to do it?

As an avid fan of Firelock Games' **Blood & Plunder**, it feels odd being asked to tackle something like a Halloween scenario, or a game aimed at younger players. Sure, the rules are simple enough, but Firelock has gone to great lengths to distance themselves from the kitsch of one-eyed, peg-legged, "yarring" and "avasting" pirates. A game about swashbucklers can be especially tricky to add fantastic elements to, without things going all mouse-shaped on you. So how might we go about designing a scenario for Halloween gaming?

An important aspect of any good horror movie is its setting. Darkness or fog limit visibility, and that uncertainty of your surroundings adds to the tension of any scene. As wargamers, we normally use these rules for representing dawn raids, or moonlit ambushes, but we can make use of them in horror scenarios as well. **'Blood & Plunder'** includes rules for darkness, as well as for varying densities of fog. One of the most interesting things about **'Blood & Plunder's'** 17th century setting, is that they have included rules not only for torchlight, but also for the dim glow of match cords. In a night raid, units armed with matchlock muskets can have their position given away if they light up their slowmatch too early. This is a neat historical touch, but in a Halloween game it can really elevate the mood and tension of a game.



Unexpected shocks also make for great horror. Games with an uncertain friction element already have a leg-up for this, as you can easily tweak those unexpected hang-ups to represent the supernatural rather than the mundane. **'Blood & Plunder'** has Event Cards, which normally cause things like a shift in the weather, or a missed communication among units. In a horror game though, you might change the possible events to include random attacks by malevolent spirits, or a unit suddenly becoming possessed of madness and attacking itself. A year ago, Firelock put out rules for a 'Kraken' event as an April Fools' Day gag. If the die roll on the event chart was a "natural 11," the Kraken would appear and begin attacking the players' ships!

Of course, a creepy atmosphere and unexpected frights don't amount to much without an enemy. After all, even the best directors have to reveal the monster eventually. For many players, this is where they reach for a new system, or just deciding to dig out that old copy of 'Hero Quest'. But we're playing a scenario for fun, right? Our rules don't need to be tournament balanced or "official," so why not just modify the stats that we have? Another of the April Fools units from Firelock was 'The Cursed' undead pirates. These can be easily represented by painting a unit of sailors up like ghosts. The rules for The Cursed removed their shooting ability (not much ammo when you're dead) but gave the unit better saves, and a rule that gave them a 50% chance of "reassembling" whenever they were killed. The tradeoff is that if the unit ever takes too much Fatigue from a single attack, it simply vanishes into thin air. Perhaps you could even use the Solo Rules from Firelock, to run these Cursed enemies as AI, interrupting a battle between two mortal forces.

The final thing that any good scenario needs, is some kind of objective. Maybe your band of survivors is fighting to hold out against an endless Cursed horde until sunrise. Maybe you need to sneak through an abandoned town and escape before packs of hungry ghouls catch your scent. Your game could be cooperative and pit the players against the Solo Play AI, or you could pit players against each other. For a swashbuckling game like **'Blood & Plunder'**, I can't think of anything more iconic than searching for a buried treasure on some curse-ridden island.

If this kind of scenario appeals to you, the good news is that Firelock has already put it together in the form of free download on their website! The 'Treasure Haunt' scenario has proven a favorite among gaming clubs all over, and Firelock added it back to their downloads section by popular demand. It's a scenario designed for 2 or more players, each in a free-for-all objective grab on a foggy island beset by angry spirits. I have always enjoyed the creative ways that players convert and model their forces to represent the Cursed, or the hosts of spirits in Treasure Haunt.

Halloween is a chance to look at our favorite games through new eyes, and maybe ease up a little bit on the button-counting. Painting up silly fantasy models can be a nice break from the de rigueur of seriously researched uniforms. It's also a great opportunity to bring younger gamers into the hobby or just spend an evening beer-and-pretzel gaming with your friends at the club. So as the Halloween season rolls up, take a chance and do something a little unusual. Just remember: ye'd best start believin' in ghost stories...

All of the content mentioned in this article is available as free downloads at www.firelockgames.com/dlc



Blood & Plunder

TREASURE HAUNT SCENARIO

By FIRELOCK GAMES

A Spanish treasure galleon has been shipwrecked by mysterious forces off the coast of Florida. The wreck had last been spotted in a region known as "la tierra de Sangre y Saqueo", the future manufacturing site of the greatest historical pirates miniatures game. To the native inhabitants, this land was cursed and entry was strictly forbidden.

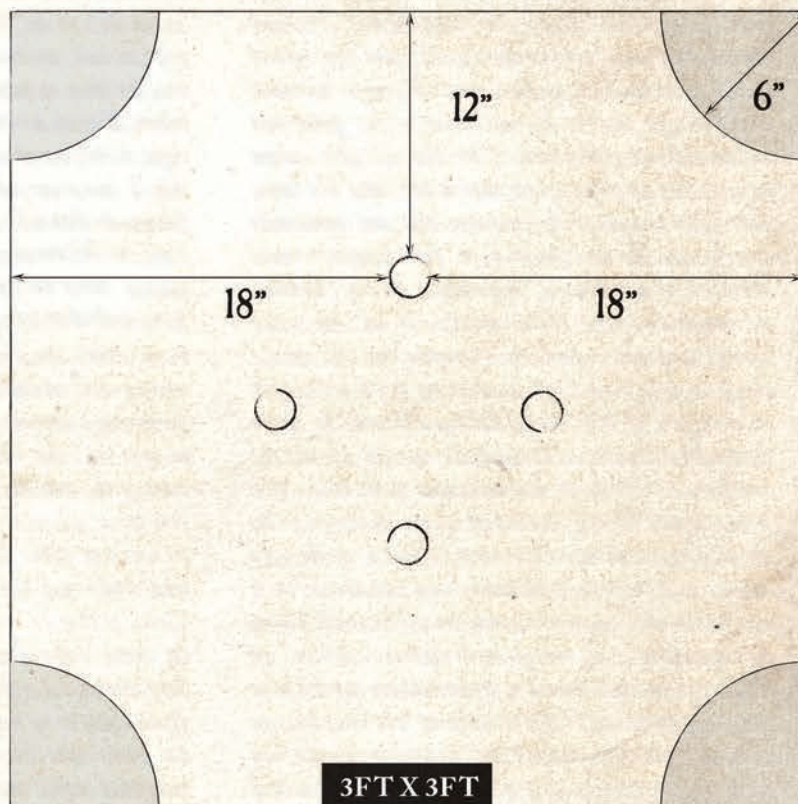
A salvage crew was sent to recover the lost riches, but was soon lost contact with. Buccaneers had intercepted the Spanish crew and successfully captured their vessel. In desperate need of refitting, the buccaneer crew made port at the popular harbor town of Tortuga. As the privateers reveled in their victory with rum and strumpets, the tales of a forsaken Spanish galleon and its bountiful hoard spread through the city like a plague. Soon every enterprising captain on the island gathered their crew and set sail to heed the call of treasure and adventure!

Not one of these brave leaders was prepared for the horrors they would face on the blighted land for which they were bound.

SET UP:

This scenario is for 2-4 players. Each player has 65 points to build a force. The scenario is played on a 3'x3' board, and the entire board is land terrain. All players are playing against each other and all are considered to be the attacker.

Place 4 treasure markers on the board as shown in the deployment diagram.



DEPLOYMENT:

Each player rolls a D10. Starting with the player who rolled highest, each player chooses a table corner and deploys their entire force within 6" of the chosen corner.

GAME LENGTH:

6 turns

OBJECTIVES:

The first player to get two treasure off the table through their deployment corner or the player with the most treasures in their possession at the end of turn 6 wins.

SPECIAL RULES:

Low Visibility (Spectral Fog)- The limited visibility rules are in effect. Visibility is limited to 12".

HAUNTED TREASURE

Picking up a Treasure

If a unit comes into base contact with a treasure marker, it may spend an action to pick it up. A unit may only carry a single treasure. The unit that picked it up is now in possession of the treasure and the treasure marker is removed from the table. A unit may voluntarily drop the treasure as a free action during its activation. If the treasure is dropped, it is placed in base contact with any model in the unit. If a unit takes a Move action as a result of becoming shaken, it is forced to drop the treasure marker. This is done before the unit moves. A unit that becomes shaken and elects to go Prone does not drop the treasure.

The Curse

These treasures are cursed! If a unit moved within 4" of a treasure marker during its activation, roll a D10 at the end of the activation and immediately apply the result from the following table:

1: A four-model spirit unit awakens to guard the treasure! They immediately charge the unit that rolled this result.

2-4: A two-model spirit unit awakens to guard the treasure! They immediately charge the unit that rolled this result!

5-7: A horrifying howl strikes terror in the hearts of the unit that rolled this result! The unit must immediately take a Fatigue test with three d10.

8-10: The unit that rolled this result feels an ominous presence. Roll a Fatigue Test with one d10.

Spirits

If one or more spirits are awoken, they immediately appear in base contact with the unit that woke them. This is treated as a charge action and the spirits immediately initiate a Melee Combat. The charged unit may Defensive Attack against this Charge. The spirits will attempt to stay engaged with the unit that woke them and will always choose to stay engaged if the unit flees from becoming Shaken. If the unit Routs or has all of its models removed as casualties, the spirits will disappear.

If the spirits are involved in an ongoing Melee Combat, they activate with a single Fight action at the beginning of every turn before any cards are drawn. A unit that is in Melee combat with spirits always rolls an additional D10 for any Fatigue Test its required to make from fighting with the spirits.

If a unit of spirits appear as the result of an event (see this scenario's custom events below), they will activate at the beginning of the turn before any cards are drawn and take a single move or charge action toward the closest unit that they can draw Line of Sight to. If they are able to, they must charge.



Spirits have the following Characteristics:

Spirits

Inexperienced

Armed with Ethereal Blades (Heavy Melee Weapons)

Fight: 7/4

Shoot: -/3

Resolve: -

Special Rules:

Ethereal: This unit always automatically passes any Fatigue Test it must take. Additionally, it ignores all terrain movement penalties including impassable and is always considered to have all of its models in cover.

Custom Event Table - If an event card is drawn by any player, roll on the following chart instead of the one in the rulebook:

1-2: Cursed! - The player that drew this card randomly selects a unit in his or her force. That unit must roll two dice when rolling on the "The Curse" chart and apply the lowest result.

3-4: Spirits Appear - randomly select a treasure marker and place a unit of three spirits in contact with it. This includes a treasure carried by a unit. If a unit is carrying a treasure, it is treated as if it was charged but may not make a Defensive Attack.

5-6: The player that drew the event card randomly selects a unit in his or her force. That unit hears a horrifying howl that strikes terror in their hearts! The unit must immediately take a three D10 Fatigue test.

7-8: Ominous Presence - The player that drew the event card randomly selects a unit in his or her force. That unit feels an ominous presence. Roll a single D10 fatigue test.

9: Spectral Fog Deepens - Decrease Visibility by 4"

10: Spectral Fog Lessens - Increase Visibility by 4"

No Quarter - With such a great haul of plunder at stake, no crew will surrender, not even in the presence of the supernatural!

TEN SMASHING YEARS



SMASH UP: MARVEL (STAND ALONE)

USO SM011000 PI | Available Now!

Smash Up is coming upon its 10th Anniversary in 2020, and the line of games is going better than ever!

Smash Up began 10 years ago with the simple premise: take two decks of 20 cards each, smash them together, and have a playable head-to-head experience in seconds. No more spending hours, and a huge chunk of your bank account, to put together a competitive card game experience. Just take the Pirates, who love movement, and the Zombies, who love coming back from the discard, and you have a movement-recursion deck. Or pair the Wizards and the Zombies and you have a heavy draw-recursion deck. Mix and match how you like to find the playstyle you enjoy!



It's like we jump started this idea a long time before another game...

But we didn't stop with just the original eight factions. There are tons of new factions, everything from Werewolves to Truckers, Time Travelers to Killer Plants! With each faction bringing a new deck focus to be combined with others.

During the game you play minions onto bases, and play actions to augment your minions or affect your opponents' minions. These actions might let you play more minions, destroy minions, or draw more cards, among other things. When a base has enough power in various minions on it to surpass its "Breakpoint", the base scores, and players earn points based on their individual power totals on the base. Then all the minions and actions on the base are discarded, and a new base comes into play. The bases are an interactive part of the game as well, with various effects and abilities on the bases themselves.



Be the first player to earn 15 points and you win!

While *Smash Up* has a ton of various strategies to try out, what really makes the game fun are how well the mechanics pair with the personality of the factions. Ghosts benefit from having fewer cards in your hand, Steampunks build contraptions on bases (playing permanent action cards on them), while the Changerbots can change their abilities to suit the situation. And they totally aren't a copy of a popular show about robots turning into things. Not. At. All.

Another benefit for *Smash Up* is that since any two factions can pair up for a different effect, being out of stock of the base set is not a huge problem like it would be for some games. Any expansion gives enough factions for two people to play, and any two expansions is enough for a full four-player game. The game is completely modular!



When we began *Smash Up* all those years ago, we had no idea it would be going just as strong a decade later. And not only are we continuing to put out new factions, *Smash Up* has invited in some big boys to play! In conjunction with TheOp, *Smash Up: Marvel* released in 2021. This licensed set brought Avengers, Hydra, the Masters of Evil, the Spiderverse and more to *Smash Up*! Do you think Hydra Kittens can take on Princess Avengers? We'll tell you, they certainly can.

And there's even more in the works for *Smash Up*! We're working on many new factions, and Marvel won't be the end of our partnerships. *Smash Up* has kept the fun going for 10 years, and like our Trucker minions would say, we'll never let off the gas.

STEVEN RHODESTM

Three games featuring Steven Rhodes' unique style of nostalgia with a twist of darkness.

Let's Dig for Treasure is a fortune and glory push-your-luck experience where you'll be digging for all kinds of zany stuff while looking for cards worth a lot of points or that trigger powerful effects!

In **Let's Summon Demons**, only the savviest (and luckiest!) player—the best Demon Summoner—will walk away a winner!

In **Don't Talk to Strangers**, navigate your kids from school and score as many points as you can before the neighborhood is completely overrun by otherworldly strangers!

Featuring fan-favorite artwork by Steven Rhodes, a graphic artist and illustrator best known for his offbeat reimagining of children's activity books from the 70s and 80s.

MSRP \$19.99 each

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2-6



14+



15-20m

FOR MORE INFORMATION, VISIT

CRYPTOZOIC.COM



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Fast-paced and easy to learn!



PARTY PACK CARD GAME

Ravensburger

TACO BELL PARTY PACK CARD GAME

RVN 60001926.....PI | Available Now!

Game night just got a whole lot tastier with the *Taco Bell Party Pack Card Game*! In this light-hearted new card game by Ravensburger, players gather tasty menu items like Crunchy Tacos, Bean Burritos, and Freezes to feed their crew. While all menu items fill crew members up, players will need to satisfy specific cravings to earn crave chips, which are worth a surprise number of bonus points at the end of the game. When all the crave chips are gone, the game is over and the player with the most points wins!

THE PERFECT PAIRING

Taco Bell has been a mainstay for craveable menu items fit for a crew of any size for almost six decades now and is a favorite among players looking to fuel up during game nights. The cult brand creates craveable moments together for friends and families and provided a great opportunity for Ravensburger to create a casual card game that could be enjoyed with friends, families, and gamers alike.

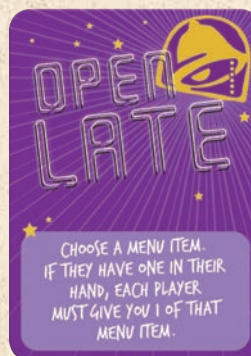
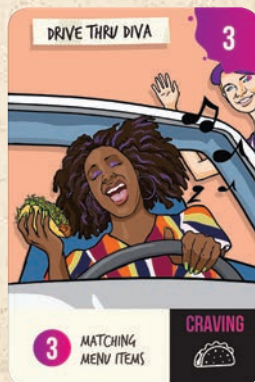
True to the Taco Bell brand, the game's packaging and artwork is creatively distinctive. Designed with the Taco Bell Party Pack in mind, the game's carrying handle makes it easy to grab and go to a friend's house. A printed insert keeps all components snugly in place.

In addition, the artwork is vibrant and fun. Fans will enjoy going through cards to find crew members like Test Kitchen Taste Tester and Drive Thru Diva, their favorite sauces, and more. The art team went through several rounds of test printing to get the colors on the on-craft paper box just right.

A word of caution: The components are not edible. If players are hungry, they'll need to make a real Taco Bell run!

FULL OF WINNING FLAVOR

While the *Taco Bell Party Pack Card Game* is meant to be a fast and light game, its combination of light strategy and luck is fun for practiced gamers as well as casual get-togethers. On their turn, players can "make a Taco Bell run" by refilling their hand up to ten cards or feed their crew with cards already in their hand. Players earn a different number of points for feeding different crew members, but feeding the crew members with the highest point values may not win you the game. Satisfy crew members' exact cravings to earn crave chips. Crave chips (shaped in the form of a crunchy tortilla chip) have a number of points ranging from 1 to 4, but players won't know how many extra points they collected until the end of the game.



In addition to accumulating points by feeding a crew member, players will find multiple ways to get ahead within the Meal cards deck. If a player has a Fire! sauce packet in their hand during their turn, they can feed a second crew member **and** still have the option to play a second sauce packet if it's in their hand during that same turn.

There are also ways to mess with their opponents' plans while making sure they have the necessary menu items to feed a member of their crew to add to their score. The Open Late action card allows players to take a menu item of their choice from each player that has this menu item in their hand. Fewer menu items in an opponent's hand means fewer chances to collect points! Overall, players will be pleasantly surprised with this card game — it is quick to pick up and easy to enjoy without losing replay value.

GET IT TODAY!

Whether game night consists of family, friends, or gamers, the *Taco Bell Party Pack Card Game* is a great addition to the table. It can act as the main course for fans of quick and light card games and be a wonderful appetizer for those with longer and more strategy-heavy games in their game night lineup.

Taco Bell Party Pack Card Game is now available in friendly local game stores, so go snag a box!

GAMES

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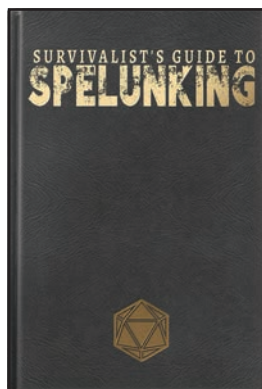
ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #262

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 262 \$3.99

AAW GAMES



SURVIVALIST'S GUIDE TO SPELUNKING LIMITED EDITION (5E)

Limited Edition version. The Definitive Guide to Underworld Survival! This tome contains the collected wisdom of legendary dwarven delver Dugmore Dimple. Dugmore takes you through crystalline caverns, fungal jungles and maze-like passages of his home beneath the surface, even skirting the upper regions of Hel itself. Survival in the Underworld is no mean feat, but this massive tome contains all you need to exist and endure, nay, prosper in and profit from the lightless realms below. Dugmore's sage advice, carefully balanced by seasoned traveler and guide Fin Starling, provides all the tools you require to enhance your experience while exploring the fabled caverns and tunnels below the surface. Scheduled to ship in November 2021.

AAW 5ESGSL \$99.99

ARCANE WONDERS



AIR, LAND & SEA: CRITTERS AT WAR (STAND ALONE)

In *Air, Land & Sea: Critters at War*, two players vie for control over each theater of war by playing cards and strategically utilizing their special abilities to win battles. Whoever gains the most Victory Points over several battles wins the war! Scheduled to ship in October 2021.

AWG AW11CW \$14.99



PICTURE PERFECT

In *Picture Perfect*, first released as *Der Perfekte Moment*, you need to arrange fourteen characters to take the perfect photograph. Each of them has three specific desires that you want to fulfill. Unfortunately, these desires are hidden in envelopes. During the game, the players try to take a look inside these envelopes to figure out how to place the characters correctly. To do so, they trade their information with others - or maybe try to hide it... Whoever earns the most points at the end of the game has fulfilled the most desires and

becomes the master photographer. Scheduled to ship in October 2021.

AWG AW10PP \$44.99

ARC DREAM PUBLISHING

DELTA GREEN: ARCHINT

Some analysts develop signals intelligence or SIGINT. Some develop human intelligence, HUMINT. Delta Green deals in older secrets. It needs archeological intelligence. ARCHINT: a study of appalling dangers left in hidden places. It needs agents to look into horrors so that others can turn away. Agents like yours. ARCHINT is a full-color sourcebook for *Delta Green*, the role-playing game of Lovecraftian horror and modern conspiracy. Scheduled to ship in October 2021.

APU 8147 \$14.99



DELTA GREEN RPG: EVIDENCE KIT - THE LABYRINTH

Delta Green: The Labyrinth presented new allies, threats, and victims for *Delta Green: The Role-Playing Game*. Their exposure to unnatural horrors may lead your Agents to annihilating revelations. This evidence kit accompanies *The Labyrinth*. Its 45 handouts help you bring that gutting world to life. Every purchase of *Evidence Kit: The Labyrinth* includes a free PDF download. Scheduled to ship in November 2021.

APU 8122 \$24.99



ARCKNIGHT

SPOTLIGHT ON



SPELL EFFECTS (5E)

The *5E Spell Effects* set contains EVERY spell size and shape, for every class. You will never need another set of Spell Effects! Fireball, Lightning Bolt, Web, Cone of Cold, Burning Hands, Fear, Dragon Breaths, Faerie Fire, Moonbeam, Tidal Wave, Wall of Fire, Thunderwave, buff tokens, inspiration tokens, monster summoning tokens and MUCH more. This 3-page kit covers over 24 spell templates, dozens of buff and reference tokens, unit summoning tokens, and inspiration tokens. A fantastic aide for both player and GM. Includes a plastic envelope to store your spells in. Scheduled to ship in October 2021.

ARC CSE-5EGC \$40.00



SPELL EFFECTS (PF1)

The *PF1* version of the absolute best *Spell Effects* on the market! Easily hold your spells over potential targets to see who gets hit, or place lingering effects on the table, where they blend into the map and allow your pieces to move onto or through them. Transparency effects don't disrupt the map underneath! This 3-page set of *Spell Effects* is pre-cut, and comes crammed with every shape and style needed to represent all of your *PF1* Spells. You will never need another set of *PF1 Spell Effects*! Includes a plastic envelope to store your spells in. Scheduled to ship in October 2021.

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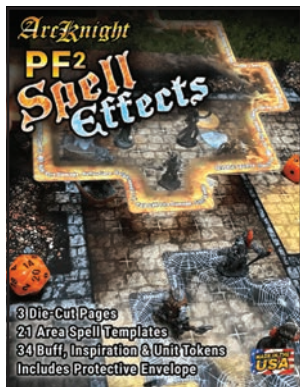
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SPELL EFFECTS (PF2)

The PF2 Version of the absolute best Spell Effects on the market! Easily hold your spells over potential targets to see who gets hit, or place lingering effects on the table, where they blend into the map and allow your pieces to move onto or through them. Transparency effects don't disrupt the map underneath! This 3-page set of Spell Effects is pre-cut, and comes crammed with every shape and style needed to represent all of your PF2 Spells. You will never need another set of PF2 Spell Effects! Includes a plastic envelope to store your spells in. Scheduled to ship in October 2021.

ARC CSE-PF2GC.....\$40.00



WAGGLE DANCE

Players control worker bees to build their hive, produce more bees, collect nectar, return it to the hive and make honey! This new edition includes a solo mode, as well as all new art and revised components. Scheduled to ship in December 2021.

BEG WAG001\$40.00

AUTARCH

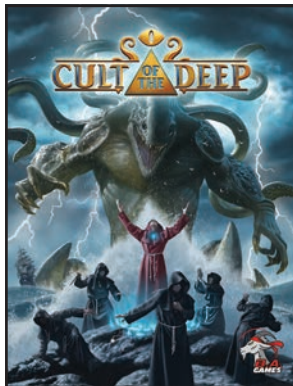


ASCENDANT RPG

Ascendant is the superpowered role-playing game of infinite possibilities. In this 496-page standalone rulebook, you get: elegant game mechanics that swiftly simulate the physics of a comic-book world using easy-to-reference real-life benchmarks. Color-coded challenge action resolution tables that resolve complex actions with superspeed; Infinitely scalable system lets you play heroes of any power level, from streetfighters to living gods and replicate virtually any character from your favorite anime, comic, manga, or movie settings; Countless powers all customizable with an easy-to-use system of modifier tags that lets you match your powers specifics to your character concept. Who will you become when you ascend? Don your cape and mask and find out in Ascendant. Scheduled to ship in October 2021.

AUT ASC1.....\$60.00

B.A. GAMES



CULT OF THE DEEP

Cult of the Deep is a hidden-role dice game for 4-8 players where you are a cultist trying to establish your factions rise to power. Battle for control of rituals and mythical monsters as you seek victory and control of the Cult. A social deduction game where actions speak louder than words. What do you do? Give life to the High Priest? Sacrifice your body to protect others? Drain your own blood for greater power? Use alchemy to help complete rituals? Harvest the soul of an ally to strengthen your faction? Control the Kraken and punish those who oppose you? Each action tells a story of who you are, or at least, who you want people to think you are. Remember, even if you are killed, the game is far from over as you become a Wraith. Forever haunting enemies and allies as you tug on the strings of fate itself to gain victory. Scheduled to ship in October 2021.

BAE 01001\$45.00

BRIGHT EYE GAMES



TERMITE TOWERS

Players control termites competing to build the best tower, produce more termites, collect wood, return it to the mound and build towers! Building on the central mechanics from Waggle Dance and ramping them up a bit, this is a great game for people looking for a little extra challenge. Scheduled to ship in December 2021.

BEG TET001\$45.00

CAPSTONE GAMES

SPOTLIGHT ON



BOONLAKE

With a group of pioneers, you have left civilization behind to settle along the shores of Boonlake, a long-forgotten region inhabited by humans long ago. This unexplored area beckons you! Become part of a new community and commit yourself to the common good. Explore the landscapes, build houses and settlements, raise cattle, produce raw materials, and develop your infrastructure. Do your best to automate these processes. Seize the opportunity to make the best of your new life in Boonlake. Scheduled to ship in November 2021.

CSG BOON101\$69.95



SPOTLIGHT ON



CORROSION

Smiling, you stand in the center of your factory: the sweet sounds of metal clattering and engines rattling are warming your entrepreneurial heart. Your goal is to build diversified scoring and production engines in order to outrival the other factory owners. However, in the steam-filled air, your biggest enemy is time, because most machines and gears rust away quickly. So you are well advised to also produce rustproof chrome gears and invest in powerful chrome machines. In Corrosion, you play as a group of engineers in a factory who make machines by gathering resources like gears and steam. Scheduled to ship in November 2021.

CSG CORR101\$59.95



MARACAIBO: THE UPRISING EXPANSION

You are relaxing in a local tavern after a good meal when you hear yells and shouts from outside. Some sort of commotion has broken out. Investigating, you see that dozens of slaves and Indigenous peoples have risen up against the European oppressors, taking up arms and talking freedom. Now comes a choice: sail away and pretend you saw nothing... or enter the fray and help bring an end to the injustice? Storms are brewing... where will your sails take you? The first big expansion of Maracaibo features several modules and scenarios, e.g. pushing the predominant nations out of the Caribbean (in competitive or cooperative mode). Other elements are asymmetrical player abilities, new optional stories and legacy tiles as well as new project cards. Solo fans will encounter a new rival, Jacque! Scheduled to ship in November 2021.

CSG MCB0201\$49.95



SPOTLIGHT ON



BATTLETECH: ILCLAN

Experience the tumultuous Battle of Terra, which will shake the very foundations of the Inner Sphere. Then catch a glimpse of how the Great Houses and other major powers will face the outcome of this far-reaching conflict. Tactical maps, Chaos Campaign tracks, and new 'Mechs that debuted during the Battle of Terra all let you jump right into the cockpit and fight in the culmination of over three centuries of Clan history. Do you have what it takes to conquer the birthplace of humankind, or the courage to defend Terra from its enemies? CAT 35901..... \$39.99



SHADOWRUN RPG: JOHNSON DEX

Mr. Johnson is a key part of any Shadowrun mission, and this card set provides all you need to include a range of Mr. Johnsons in a Shadowrun game. With plot hooks, game stats, and mechanics to help players earn favors from Mr. Johnson, this is a useful resource for anyone running or playing a Shadowrun game. Scheduled to ship in September 2021. CAT 28508..... \$14.99

CHESSEX MANUFACTURING

BAG OF 50 ASSORTED LOOSE MINI-POLYHEDRALS

Scheduled to ship in October 2021.

D10
CHX LE916..... \$40.80
D20
CHX LE917..... \$40.80

BOREALIS: MINI-POLYHEDRAL LUMINARY 7-DIE SETS

Scheduled to ship in October 2021.

ICICLE/LIGHT BLUE
CHX 20581..... \$5.98
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MINI-POLYHEDRAL 7-DIE SETS

Scheduled to ship in October 2021.

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CHX 20546..... \$5.98
GLITTER: RUBY/GOLD
CHX 20504..... \$5.98
MARBLE: GREEN/DARK GREEN
CHX 20409..... \$5.98
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SCARAB: JADE/GOLD
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CHX 20374..... \$5.98
TRANSLUCENT: TEAL/WHITE
CHX 20385..... \$5.98
VORTEX: BRIGHT GREEN/BLACK
CHX 20430..... \$5.98

CUBICLE 7

SPOTLIGHT ON



WARHAMMER FANTASY: ELECTOR COUNTS

The old Emperor is dead, and his successor is anything but clear. In the halls of the powerful, diplomacy has failed, civil strife is rampant, and the trumpets of war ring loud and clear! *Elector Counts* contains everything you need to vie for control of the Empire. This box contains a set of English rules, 112 game cards, a set of tokens and a player aid card. Designed to mimic the cardgames enjoyed by ruffians, gamblers and adventurers in inns and taverns across the Empire, *Elector Counts* is the perfect companion game to enjoy between your adventures in the Old World. Who among the *Elector Counts* is worthy of ascending to Sigmar's throne? Scheduled to ship in December 2021.

CB7 2434..... \$29.99



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Halloween Dragon 2021

GET THEM FROM YOUR LGS TODAY!

DIRE WOLF DIGITAL

DUNE - IMPERIUM: RISE OF IX EXPANSION

Conflict spreads across the Imperium in the first expansion to the award-winning board game! The hit board game *Dune - Imperium* begins a new chapter with Rise of IX, a full expansion that introduces cunning new twists and strategic challenges. Enter the fray as one of three new Great Houses with unique leader powers. Acquire technological innovations from the planet IX for a lasting strategic advantage. Deploy fearsome dreadnoughts to rule the skies above Arrakis. Dispatch subtle Infiltrators to outmaneuver your opponents. Dominate the Imperium in the new Epic game mode for a longer, high-stakes challenge.



DWD 01008 \$40.00

DV GIOCHI



FEATURED ITEM



DECKSCAPE: DRACULA'S CASTLE

The 9th game in the *Deckscape* series, players will take on the role of monster hunters treating Dracula's Castle as their escape room. Scheduled to ship in December 2021.

DVG 5739 \$14.99



FEATURED ITEM



DECKTECTIVE: THE WILL WITHOUT AND HEIR

Number 4 in the *Decktective* series puts the players in 17th century Netherlands attempting to discover clues about a mysterious will. Scheduled to ship in December 2021.

DVG 5737 \$14.99

ERIKA SVANOE GAMES



MARRYING MR. DARCY

Marrying Mr. Darcy is a role-playing game where players are one of the female characters from Jane Austen's novel *Pride and Prejudice*. Players work to improve themselves and become more desirable as potential wives for the available Suitors. The ladies do this by attending Events and improving their Characters, but advantage can be gained by the use of Cunning. All of their efforts are in hopes of securing the husband that will make them the most satisfied character at the end of the game.

ESV MD004 \$30.00

GALE FORCE NINE

DUNGEONS & DRAGONS RPG: THE WILD BEYOND THE WITCLIGHT

Scheduled to ship in November 2021.

SPOTLIGHT ON



HAGS OF PAST PRESENT AND FUTURE (3 FIGS)

GF9 71135 \$50.00

SPOTLIGHT ON



LEAGUE OF MALEVOLANCE (5 FIGS)

GF9 71134 \$50.00

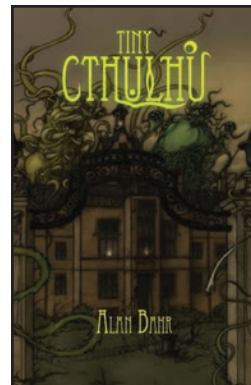
SPOTLIGHT ON



VALORS CALL (5 FIGS)

GF9 71133 \$50.00

GALLANT KNIGHT GAMES



TINY CTHULHU

Can You Withstand the Onslaught of Cosmic Horror? The classic TinyD6 minimalist ruleset delves into the unknowable and horrible mysteries of classic Mythos stories inspired by the works of Chambers, Lovecraft and more! Using the rules in this book, you'll be able to play investigators, doomed heroes, and classic cosmic horror characters of all types, from scientists and librarians, to WWI veterans, to mysterious guardians defending the world from the dark powers of chthonic entities! *Tiny Cthulhu* features a myriad of settings set throughout the world and history, ranging from prehistory to the Bronze Age, World War I, modern day, as well as fantasy and the science fiction future! You can survive cosmic horror in any time or place! (Lucky you!) Scheduled to ship in November 2021.

GAL 071 \$24.99

GDM GAMES

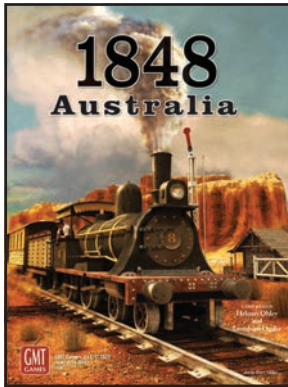


SCAPE (2ND EDITION)

Scape is a game based on an escape attempt by British and Commonwealth prisoners of war from Stalag Luft III (a German POW camp) during World War II. Can the British and Commonwealth prisoners escape? Only one of them? None? Scheduled to ship in December 2021.

GDM 2001 \$10.00

GMT GAMES



1848 AUSTRALIA

1848: Australia is a semi-historical railroad game for 3 to 6 people. It is based on the game 1829 by Francis Tresham. Historical constraints have, as far as is possible, been taken into account. In other areas, history will be written anew. 1848 features the inclusion of The Bank Of England as a public company that extends loans and administers railroads that are in receivership, dealing with the different track gauges between states, and 'The Ghan' special train. The more and the more important the stations a train visits, the more money it earns for the company and its shareholders. Scheduled to ship in August 2021.
GMT 2102 \$75.00

ABSOLUTE WAR: THE RUSSIAN FRONT 1941-45

After tackling the Russian Front with the first game of the *No Retreat!* Series, wargamer and designer Carl Paradis revisits this fascinating campaign with: *Absolute War! - The Attack on Russia 1941-44*. This two-player wargame recreates the titanic struggle between the invading armies of Nazi Germany versus the Soviet Union in a fresh new way. This new approach is even faster and easier to play - making it perfect for introducing new gamers to the hobby. The design emphasis has been placed on making the game very player-friendly and manageable in its level of scope, difficulty and time of play. Scheduled to ship in July 2021.
GMT 2103 \$59.00



SPACECORP: VENTURES

SpaceCorp: Ventures is the first module for *SpaceCorp*, the game of exploring and developing the Solar System and beyond. *SpaceCorp: Ventures* introduces unique enterprises via fourteen HQ mats, each putting a player in control of a different corporation, agency, or institution with its own capabilities and missions. Each HQ assigns specific start cards, Infra, advantages, and limitations for all three eras. These advantages and limitations evolve in Planeteers and Starfarers, and each HQ has a special, alternate final profit option at game end. Scheduled to ship in July 2021.
GMT 2107 \$45.00

STORM ABOVE THE REICH

Storm Above the Reich is a solitaire game depicting a Luftwaffe squadron of Fw190s struggling to deter and destroy the relentless daylight raids over Germany during World War Two. The players individual aircraft, each represented by a stickered block, must confront the mighty combat box formation of the United States Army Air Force, a deadly terrain of B-24 Liberator heavy bombers. Stretching from late 1942 to early 1945, *Storm Above the Reich* follows that trajectory in a series of missions strung together to make a campaign. Scheduled to ship in July 2021.
GMT 2106 \$95.00



TANK DUEL: NORTH AFRICA EXPANSION

Tank Duel Expansion #1: North Africa takes the popular *Tank Duel* system to the desert! North Africa introduces new desert terrain and rules for dust, deep sand, armored cars, heat and haze, and more. British and Italian tanks join the fight, alongside even more German AFVs. Scheduled to ship in July 2021.
GMT 2109 \$70.00

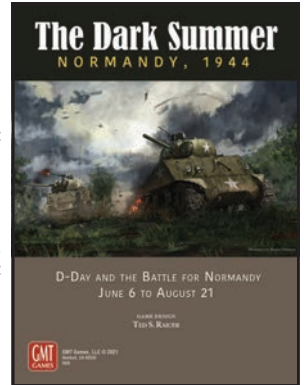


TANK DUEL: TANK PACK 1

Tank Duel Tank Pack #1 adds 8 new tanks to the popular *Tank Duel* system. These tanks can be mixed with the existing tanks and used in scenarios from both *Tank Duel: Enemy in the Crosshairs* and *Tank Duel Expansion #1: North Africa*. Scheduled to ship in July 2021.
GMT 2112 \$38.00

THE DARK SUMMER: NORMANDY 1944

The Dark Summer: Normandy 1944 is the latest in Ted S. Raicer's WWII operational series that began with *The Dark Valley: The East Front Campaign 1941-45*. The game uses a chit-pull activation system that determines both the order and type of each sides' actions during the game's ten action-packed turns, covering June 6 to August 21, 1944. The availability of Action Round chits (for the Germans, and separately for the British and US forces) is itself determined by the draw of Weather chits, one per turn, which reflect the importance of weather on the effectiveness of Allied air superiority and Allied shipping across the Channel. Weather also determines the number of German Reaction markers, which allow limited response to Allied actions. Scheduled to ship in July 2021.
GMT 2101 \$55.00



WING LEADER: LEGENDS EXPANSION

Wing Leader: Legends 1937-1945 is the fourth expansion for GMT's *Wing Leader* system. In *Legends*, we seek to cap the *Wing Leader* game system by bringing together previous games and expansions in a series of crossover scenarios. Featuring combat from the beginning to the very end of the war, *Legends* features some of the smaller air forces. The Chinese over Nanking, the Yugoslavs over Belgrade, and the Bulgarian defense of Sofia all appear. Scheduled to ship in August 2021.
GMT 2108 \$40.00

WING LEADER: SUPREMACY UPDATE KIT

This is an update pack for your first printing of *Wing Leader: Supremacy*. This includes major updates to the original version, including brand new scenarios and data cards. Scheduled to ship in September 2021.
GMT 2119 \$45.00



GRAIL GAMES



HIBACHI

Throw the egg, grab the pepper! Get into the shoes of a chef of a hibachi grill, where you have to cook food in front of guests - and as quick as you can! *Hibachi* is a fun dexterity game for 2 to 4 players, inspired by the classic *Safranito*. In *Hibachi* you'll have to throw your weight around, as well as your utensils, to collect the ingredients you need to fulfil your customers orders. Will you be the most successful chef or will you feel the burn? Scheduled to ship in September 2021.
GRL HIB001675 \$30.00

GAMES

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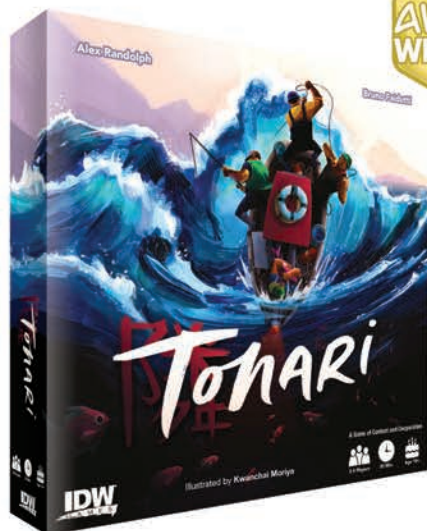
GMT

OCT 2021

35



IDW
GAMES



TONARI

The small island of Kuchinoshima has been hit by a terrible storm, leaving the village with only a single fishing boat. Each hoping to prove themselves the village's best fisherman, two to four players take turns moving the boat marker around the island, collecting any fish tiles they land upon. At the end of the day, the player with the best haul wins, but there's a twist—each player's score is added to their left neighbor's score before determining the winner!



IDW 01656.....\$29.99

DESIGNER: ALEX RANDOLPH
ARTIST: KWANCHAI MORIYA

AVAILABLE NOW!



TOWERS OF ARKHANOS

Become wizards and help build the mystical Towers of Arkhanos! Roll and draft dice that become part of the towers themselves, learn and cast powerful spells to alter the dice, and rise above the competition with strategic moves in this family game of 3D tower building!

- Draft dice and place them carefully to build up the Towers of Arkhanos and increase your score.
- Learn and use powerful magic spells that allow you to manipulate the dice.
- An easy-to-learn and quick-to-play game where your choices are limited but their repercussions are meaningful.



IDW 01694.....\$39.99

DESIGNER: DANIEL ALVES & EURICO CUNHA
ARTIST/COVER: MARCELO BASTOS & RODRIGO RAMOS

AVAILABLE NOW!

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GHOSTBUSTERS: BLACKOUT

Suffering from a city-wide blackout and an onslaught of ghost, it's up to the Ghostbusters to quell the chaos and bust those ghosts! Fully cooperative, players allocate dice to bust ghosts, buy upgrades, and move around the city in a game that will have players wishing for just one more die!

- The Ghostbusters are out to bust familiar faces and foes after a city-wide blackout allows all the ghosts in their containment unit to escape!
- A terrifyingly tough threat management game, players travel all over New York City to bust baddies and keep the mass hysteria to a minimum.



IDW 01678.....\$39.99

DESIGNER: JON COHN
ARTIST/COVER: DAN SCHOENING

AVAILABLE NOW!



GALAXY HUNTERS

In *Galaxy Hunters*, two to four players take on the role of mercenary pilots in battle mechs hired by Megacorporations to hunt and harvest rampaging mutants. *Galaxy Hunters* blends the excitement of crafting a unique character with the deep strategy of Euro-style, worker placement. Pick your Merc, customize your Mech and compete in a fierce rivalry to be the top mutant hunter in the Galaxy!

- Includes four large (65mm) Battle Mech miniatures!
- Mix and match pilots and mechs to unlock new powers and special abilities with *Galaxy Hunters'* inventive neural-link system.
- *New Ways to Hunt* expansion allows for five players to compete with more rewards and higher risk!



IDW 01533.....\$79.99

DESIGNER: DANIEL ALVES

AVAILABLE NOW!



GALAXY HUNTERS: NEW WAYS TO HUNT EXPANSION

With the *New Ways To Hunt* expansion, Mercs can take on bigger risks for bigger rewards. This expansion offers a fifth player to compete for top Mutant Hunter in the Galaxy! *Duar Krill* joins the hunt as the newest Mercenary and the *Iron Smoker Mech* is included in this expansion!

- Battle through the four main sagas, gaining power, and perfecting techniques as you progress, or create a single battle against iconic villains
- Increase your Power Level to gain access to power Transformations
- Techniques provide unique abilities that modify your attack rolls
- Requires *Galaxy Hunters* Base Game to play
- Includes one additional Battle Mech Miniature!



IDW 01934.....\$29.99

DESIGNER: DANIEL ALVES

AVAILABLE NOW!

GHOSTBUSTERS/MEN IN BLACK EXTRA-TERRESTRIAL INVASION

In *Ghostbusters/Men In Black Ecto-Terrestrial Invasion*, one to four players each control a team of one Ghostbuster and one MIB agent to defend New York City. Trap Ecto-Terrestrials and complete scenarios while using the latest weaponry & gadgets! All teams must work together to defeat the alien forces, but only one team can be the best. Do you have the mettle to defeat the machinations of Zorg and his minions?

- Mix and match iconic characters from *Ghostbusters* and *Men In Black*, each with their own unique abilities.
- 42 Miniatures included + 5 LARGE Boss Miniatures!
- Purchase powerful weapons and equipment with money earned from each mission.
- Choose which missions to play as you progress through the story.
- The Ghostbuster Firehouse Dice Tower spawns Ecto-Terrestrials as the game progresses. Beat the scenario before the last panel is pulled, or it's game over!



IDW 01831.....\$124.99

SEPTEMBER RELEASE!

DESIGNER: NAME NAME
ARTIST: NAME NAME & NAME NAME (IF MORE THAN 1 DESIGNER/ARTIST)
3RD LINE IF NECESSARY





IELLO

SPOTLIGHT ON



KING OF TOKYO: MONSTER BOX

The whole King of Tokyo shebang in one Monster Box. The fight for dominating the city of Tokyo has never been so competitive! This explosive Monster Box is filled with fun and adrenaline! Get King of Tokyo and all of its indispensable Power Up! and Halloween expansions for hours and hours of smashes. Use your Monster's Evolution Cards to get even more special properties, and dress them up for even more fun! The Monster Box also comes with a brand new version of Gigazaur, exclusive cards

and a new dice tray, some much needed bonuses to destroy Tokyo in style! With the Monster Box's awesome content, smash like never before!

IEL 51877\$69.99

KMC SLEEVES

SLEEVES



FULL SIZE HYPER PHOENIX MATTE BLACK (100)

KMC HP2161PI



MINI SIZE SUPER ALPHA BLACK (50)

KMC SA1782PI



FULL SIZE SUPER ALPHA BLACK (80)

KMC SA1751PI



OVER-SIZED CHARACTER GUARD SUPER HARD (60)

KMC CG1812PI

KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON



YU-GI-OH! TCG: THE GRAND CREATORS BOOSTER DISPLAY (24)

The Grand Creators wills 3 new strategies into existence and features a brand-new, World Premiere Spell Card for Inzektors, the winner of the 2020 Create-A-Card Project, selected by the Yu-Gi-Oh! community! In addition, 15 more cards, a mix of old and new cards, will become Collectors Rares in this 60-card booster set. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85581\$95.76



LEGENDARY GAMES



ASIAN MONSTERS (5E)

Asian Monsters is a 112-page softcover D&D 5E bestiary featuring over 90 incredible creatures drawn from the myths and legends of Asia. Researched and developed with a diverse team of authors, artists, and cultural consultants, you'll find an awesome array of enemies and allies from Cambodia, China, India, Japan, Korea, Laos, Malaysia, Myanmar, Thailand, Tibet, and Vietnam, as well as nations of the western Pacific like Indonesia, Australia, and the Philippines, beautifully illustrated and ready to unleash in your 5E campaign. Within these pages, you'll find creatures to challenge any adventurer, from minor menaces like the kyoryong and kappa to gargantuan sea monsters like the doom-bringing umibozu and the death-whale bakekujira. Whether you are running an entirely Asian campaign or want to bring these incredible creatures to every corner of your world, this spectacular monster book will Make Your Game Legendary! Scheduled to ship in October 2021.

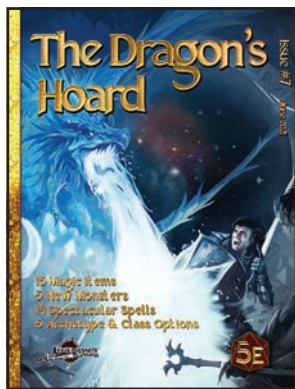
LGP 499FE015E\$24.99



THE FIDDLERS LAMENT (5E)

An orphan raised by travelers, now full-grown but still lost and alone, must face once more the tragic curse that destroyed her past. Will her darkling music bring ruin to the village she now calls her home? Can the heroes earn the townsfolk's trust, or must innocence be sacrificed for the heroes to save town from the mysterious hauntings that plague a village huddled in the shadow of an accursed ruin? This 24-page dark fantasy adventure is perfect for 1st-level characters using the 5th edition of the world's most famous role-playing game. The adventure can be played on its own or in combination with *The Murmuring Fountain*, or as part of the beginning of a horror-themed *Adventure Path* campaign. Scheduled to ship in October 2021.

LGP 004CC045E\$11.99



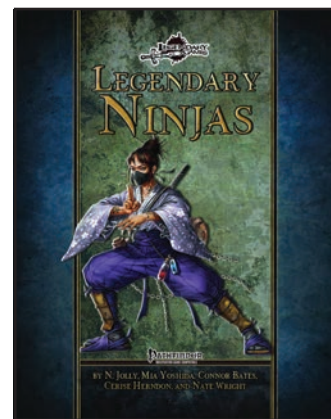
THE DRAGONS HOARD

The Dragons Hoard is a monthly anthology of magic items, spells, monsters, and more for your 5th Edition campaign! Each issue of *The Dragons Hoard* takes every new magic item, spell, monster, or other new rules content and presents it for you, with dozens of new elements beautifully illustrated and ready to unleash on your players! In this month's features you'll find: The Treasure Trove, featuring magnificent magic items like the scroll of passage, fanged warclub, glitterfrost buckler, and rod of shadow puppetry! Scheduled to ship in October 2021.

#7 (5E)
LGP 493DH075E\$12.99

#8 (5E)
LGP 501DH085E\$12.99

#9 (5E)
LGP 506DH095E\$12.99



LEGENDARY NINJAS (5E)

Silent Shadows of Death. *Legendary Ninjas* is the latest volume in our series of class-focused player supplements for D&D 5E, this time focusing on the stealthiest and most mysterious of classes; the silent warriors known as ninjas. This new class is a unique variant of the rogue class as seen from another culture, drawing on the myth and fantasy of the ninja. This book is intended not only to allow players to take a new look at the ninja, but to examine the class in an entirely new fashion, granting the ninja class features that stray from normal classes. Grab this incredible 30-page 5th Edition class expansion by N. Jolly, Mia Yoshida, Connor Bates, Cerise Herndon, and Nate Wright and Make Your Game Legendary! Scheduled to ship in October 2021.

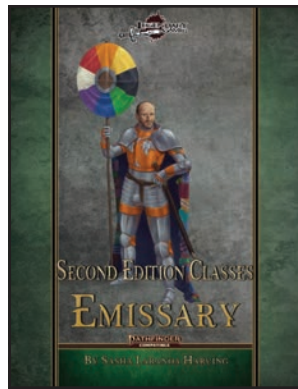
LGP 447LC245E\$12.99



PATHFINDER SECOND EDITION RPG: CARTOMANCER CLASS

The Cartomancer is a brand-new class for *Pathfinder Second Edition*, a spellcaster dabbling in every magical tradition as they draw power from a card deck that is equal parts weapon and magical focus. Mystical gamblers and masters of chance, cartomancers use their cards as tools for weaving spells with decks that may focus on divination, illusion. You'll also find a complete system of Card Casting, with unique spells like arcane erosion, untouchable ward, gamblers guise, and bend nature for every card in a standard deck that you can heighten and empower by varying the number of cards you devote to their power from your mystic hand. Scheduled to ship in November 2021.

LGP 504NC04PF2\$19.99



PATHFINDER SECOND EDITION RPG: EMISSARY CLASS

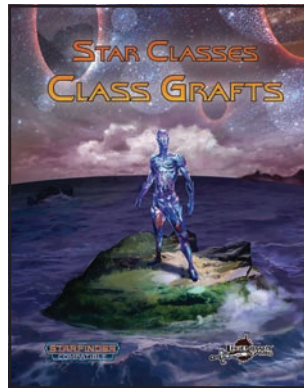
The emissary is an all-new class for *Pathfinder Second Edition*, melding the magic of arcane empires with the supportive skill of a trained ambassador. With five imperial origins from the knightly abjurant crusade with their bulky tornswords and defensive acumen to the fiery sands of flame with their regal war scepters and burning light, the emissary can master the social graces like no other. With more than 40 class feats from levels 1-20 like Catpaw Assault and Animal Sidekick, no two emissaries are the same! Scheduled to ship in November 2021.

LGP 505NC05PF2\$11.99

STARFINDER RPG: STAR CLASSES - CLASS GRAFTS

Class grafts are a marvelous innovation in the *Starfinder* Roleplaying Game, allowing you all the fun at the table of incorporating all kinds of character classes into your allies and enemies but with a minimum of bookkeeping and weird rules interactions. That's great if you're using the core *Starfinder* classes, but what about all those amazing third-party classes out there? *Star Classes: Class Grafts* is the answer, bringing you class grafts for twenty third-party classes from Legendary Games and Little Red Goblin Games for every kind of situation, whether you need a combatant, expert, or spellcaster! Scheduled to ship in October 2021.

LGP 497SC05SF\$12.99



LUCKY DUCK GAMES



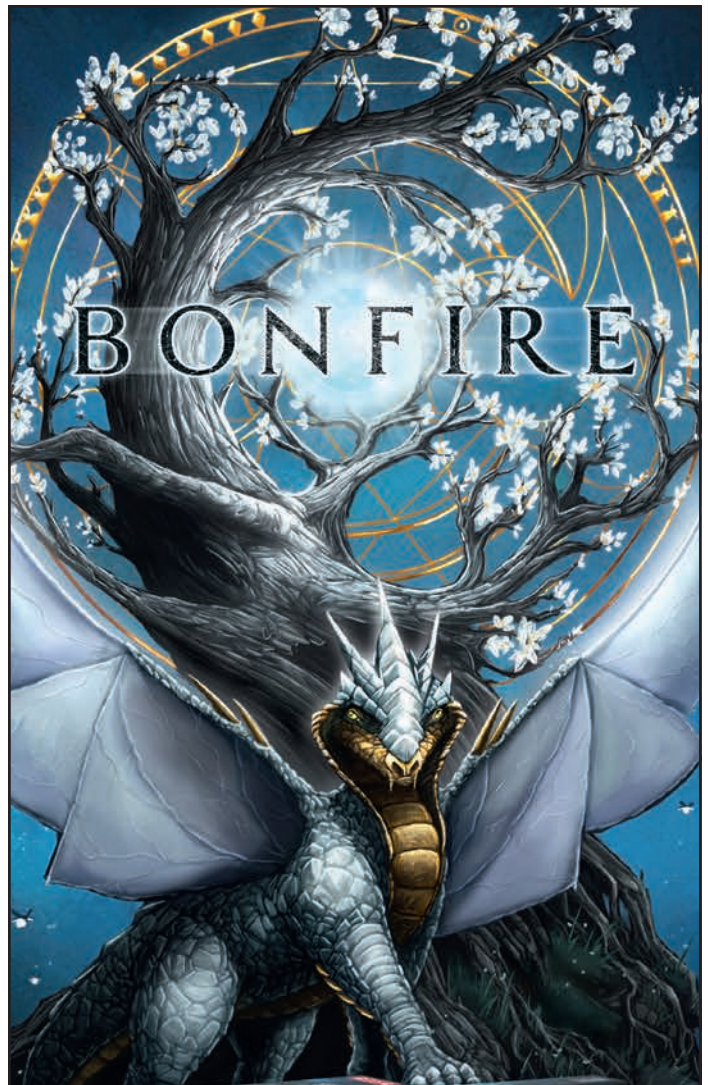
X TRAYZ 3.5'x3.5'x1.3'

Keep any game components organized & stored inside the X Trayz container. Great for smaller game accessories to use while playing games. They are packed 6 X Trayz, with lids, per box & two styles: open tray & a divided tray. Color choices: Black White & Orange. Scheduled to ship in October 2021.

BLACK WITH CLEAR LID
LKY XTZ-R01-ML\$14.99

ORANGE WITH CLEAR LID
LKY XTZ-R03-ML\$14.99

WHITE WITH CLEAR LID
LKY XTZ-R02-ML\$14.99



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GAMES

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HISTORIA - ADVENTURE BOOK (5E)

The *Historia - Adventure Book* is a series of 9 adventures set in the world of *Historia*, linkable to form a campaign that will accompany the characters from the 1st to the 3rd tier (level 1st-16th) while exploring the heart of *Vesteria*. Adventures included: *A Matter of Honor* by Matt Forbeck; *Tant Que Vivray* by Alex Melluso; *Unseen Enemy* by Klara Herbol; *Skeletons in the Closet* by Andrea Lucca; *Of Pyres, Claws, and Fangs* by Mirko Failoni and Michele Paroli; *Captain Stench* by Riccardo Sirignano and Simone Formicola; *The Pilgrimage of Ctesia* by Marco B. Bucci; *The Secret of Altabreccia* by Andrea Felicioni; *The Battle of the Scarlet Bight* by Davide Milano. Scheduled to ship in October 2021.
MPS 10007\$34.90



HISTORIA - DARK FANTASY RENAISSANCE SETTING FOR 5E

Historia is a Renaissance Dark Fantasy setting for the fifth edition of the world's most famous role-playing game that introduces the continent of *Vesteria*, a ruthless land full of intrigue and populated by anthropomorphic animals. Characters will face the hardships and dangers of a feral and precarious world. The heroes of *Historia* will explore unknown lands, unravel plots and intrigue, and be forged by the fire of adventure. Scheduled to ship in October 2021.
MPS 10005\$49.90

JOURNEY TO RAGNAROK RPG: THE RUNE THIEF

The Rune Thief is a series of 9 adventures set in the world of *Journey to Ragnarok*, linkable to form a campaign that will accompany the characters from the 1st to the 7th level while exploring the heart of *Midgardr* and trying to stop a threat mysterious. Something terrible is about to subvert the order of things in *Midgardr*, threatening the true foundations of reality and knowledge. Dare you face the Rune Thief? Scheduled to ship in October 2021.
MPS 10003\$29.90



HISTORIA - GAME MASTER SCREEN (5E)

5th Edition Game Master Screen, designed for the *Historia* setting. The inside of the screen features: *Quick Villains*; *5th Edition* features; *Theri* and *Avians* Instincts. Scheduled to ship in October 2021.
MPS 10006\$19.90



JOURNEY TO RAGNAROK RPG: NORSE GRIMOIRE

Norse Grimoire is a *5th Edition* supplement, designed to integrate *Galdrastrafir* (Icelandic magical staves) and the *Elder Futhark* (the alphabet of the Runes of Knowledge) in your game sessions and campaigns. This *Grimoire* is the follow-up to our work and research that started almost 20 years ago, which has given life to the *Journey To Ragnarok* project, our first Kickstarter campaign. With *Norse Grimoire* you can improve your *Journey To Ragnarok* sessions and setting, but you can also power up characters or worlds from any setting you like. Our goal is to enhance both the *Adventurers* and the *Players'* experience, adding game options and trying to transmit an ancient culture that we love. Scheduled to ship in October 2021.
MPS 10004\$39.90



DWARF FURY
MGE MGARD201\$18.00



DWARF GRIMMSTONE
MGE MGARD205\$18.00



DWARF HUNTER
MGE MGARD202\$15.00



DWARF RUNEAXE
MGE MGARD204\$18.00



DWARF THUNDERER
MGE MGARD203\$15.00



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MGE MGART201\$18.00



EMPIRE OF DUST KHOPESHII
MGE MGART202\$18.00



EMPIRE OF DUST SLAVE SQUADRONS
MGE MGART302\$18.00



EMPIRE OF DUST SOUL HUNTER
MGE MGART203\$15.00



EMPIRE OF DUST WAR GALLEY
MGE MGART204\$30.00



TWILIGHT KIN BOOSTER FLEET
MGE MGARV102\$55.00



TWILIGHT KIN BUTCHER
MGE MGARV201\$30.00



TWILIGHT KIN FLIERS PACK
MGE MGARV301\$18.00



TWILIGHT KIN STARTER FLEET
MGE MGARV101\$55.00

KINGS OF WAR

Scheduled to ship in August 2021.



GHEKKOTAH SKYLORD
MGE MGKWS203\$19.99



HALFLING ARMY
MGE MGKWHF101\$95.00



HALFLING MEGA ARMY
MGE MGKWHF102\$160.00



RHINOSAUR CAVALRY REGIMENT
MGE MGKWS404\$49.99



SALAMANDER ARMY
MGE MGKWS101\$89.99



SALAMANDER MEGA ARMY
MGE MGKWS102\$149.99



SCORCHWING REGIMENT
MGE MGKWS305\$39.99



TYRANT REGIMENT
MGE MGKWS402\$44.99

FIRE & STONE



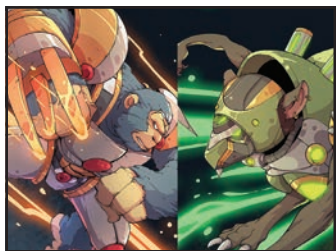

10+


45-60


2-4

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**RIVAL PACK:
GNAW VS ALPHA SIMIAN**
MGE MGDM202\$35.00

TERRAINCRATE
Scheduled to ship in August 2021.



GROCERY STORE
MGE MGTC181\$30.00



TOWN SQUARE
MGE MGTC180\$80.00



VILLAGE CAFÉ
MGE MGTC182\$30.00

MEGA MINT GAMES

A ROYAL WILL

A royal game of galactic greed! Form strategic character pairings using just 2 cards to win The Wills. One character acts to disrupt the Inheritance, the other steals the wealth. There's a craft to high-stakes thievery: greed will leave your pockets empty, but caution will profit your enemies. Play your cards right, and the wealth of Euphoria shall be yours!

MMG 1808PI



MIGHTY NARWHAL PRODUCTIONS



MORRA CINEMATIC GAME SYSTEM

Casting Call! The *Morra Cinematic Game System* puts you in the Director's chair, or even in front of the camera, to roleplay on the silver screen. You and your friends take the roles of your favorite heroes, villains, and sidekicks. With *Morra*, you can adventure in any world: from post-apocalyptic survival horror to procedural mystery dramas where you race against time to find the killer. You can adapt any of your favorite movies and TV series, use one of the worlds provided, or create a whole new Genre of your own. Set the Rating and tone, give your players a safety net to keep everyone comfortable, and then take a trip to the (movie) theater of the mind. Scheduled to ship in November 2021.

MNP 1000\$39.95

MODIPHUIS

ACHTUNG! CTHULHU 2D20

Scheduled to ship in November 2021.



BLACK SUN DICE SET

MUH 051748\$22.00



GAMEMASTER'S GUIDE

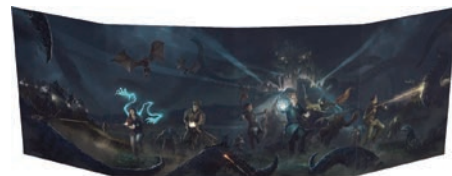
Welcome to the Secret War in this fast-paced pulp-influenced rollercoaster of an RPG which nimbly mixes the sanity-challenging terror of Lovecraftian cosmic horror, with the chaos and heroism of World War II. As a gamemaster you will bring to life this pulp-influenced world of brave Allied heroes and dauntless two-fisted adventure, guiding the heroic actions of players while also directing the twisted might of the Nazi occult: the Cult of the Black Sun, who wield foul magic and summon captive horrors and Nachtwölfe, their rivals who place their trust in Atlantean technology, weird science, and strange wonder weapons.

MUH 051744\$58.00

**GAMEMASTER'S
SCREEN & TOOLKIT**

The *Gamemasters Toolkit* will help GMs create memorable characters, adventures and campaigns to thrill and delight their players. Inside the booklet are a host of new tables, tools and suggestions for planning and creating detailed, compelling adventures, or improvising encounters on the fly, as well as advice, tips, and suggestions to present a veritable GM masterclass.

MUH 051746\$36.00



PLAYER'S GUIDE

Battle the Black Sun, Nazi warrior-sorcerers supreme, who use foul magic and summoned creatures from nameless dimensions to dominate the battlefields of men. Struggle against Nachtwölfe, the Night Wolves, who utilise technology, biological enhancements, and wunderwaffen (wonder weapons) to win the war for Germany. Can you prevail against such overwhelming odds, or will you succumb, like so many others, to the terror of the Nazi occult or the malign influence of the Mythos? This is your story to tell!

MUH 051742\$44.00





BLACK VOID RPG: INTO THE OBLIVIOUS DEPTHS

Into the Oblivious Depths is a quintessential *Black Void* adventure where the characters are thrust into a perilous journey exploring the wonders and horrors beyond Ulynn the Eternal as they search for a new home for Humanity. Welcome to the Tadh Consortium, a KaAlum faction dedicated to launching Void-traversing expeditions discovering and exploring new worlds. You and your compatriots have been hired as part of an expeditionary crew to travel the Void, investigating uncharted worlds to find a new home for humankind. Scheduled to ship in September 2021.

MUH BVG017\$24.99

CONAN

Scheduled to ship in September 2021.

THE ART OF CONAN

Know, oh prince, that between the years when the oceans drank atlantis and the gleaming cities, and the years of the rise of the sons of aryas, there was an age undreamed of. The Art of Robert E. Howard's *Conan: Adventures in an Age Undreamed Of* features a selection of some of the most incredible art associated with the classic barbarian hero ever assembled into one set of covers. With one of the most successful gaming Kickstarter campaigns of all time, *Conan* set out to be the definitive treatment of Conan in games: central to that was recruiting a stellar lineup of artists for covers and interior illustrations.

MUH 050444\$34.99



THE EXILES SOURCEBOOK

They strode out across the sandy waste as if he had just begun the journey. a barbarian of barbarians, the vitality and endurance of the wild were his, granting him survival where civilized men would have perished. Combining the gritty suspense of the online gaming with the fast action of the tabletop roleplaying game, *Conan: The Exiles Sourcebook* brings together the genres of deep and immersive character creation, survival gameplay, base building and improvement, hex crawl adventuring, and kingdom-level siege mechanics.

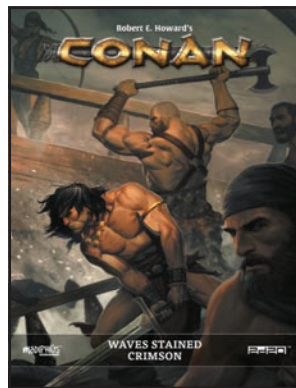
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THE WANDERER

Danger breeds caution, and only a wary man lives long in that wild country where the hot vendhyan plains meet the crags of the himelians. An hour's ride westward or northward and one crossed the border and was among the hills where men lived by the law of the knife. *Conan the Wanderer* is an essential guide to the kingdoms of the East, a land barely explored by Conan during his illustrious lifetime. Nowhere in the Hyborian world is such a rich and varied array of countries, ranging from the rocky hills of Afghanistan, to the untamed steppes of Hyrkania, to the steaming jungles of Khitai, to the opulent palaces of old Vendhya.

MUH 050383\$34.99



WAVES STAINED CRIMSON

From a merciless attack in the dead of night, to the bloodthirsty duels port of Tortage, life is never easy on the ocean waves. In this thrilling campaign, players will raid cities, avenge being enslaved at the hands of a ruthless buccaneer, and write themselves into legend! When their ship is sacked, and the daughter of a merchant prince is kidnapped, the players are thrust into a world of intrigue, deadly sorcery, and the threat of apocalypse. Coursing across the raging seas of the Hyborian Age, the adventurers confront terrors of the like they've never seen before; degenerate cults, murderous cutthroats, and a weaver of the darkest magics, with a plan for the world that must be halted. Do you have the courage and fortitude to stand against a rising tide of blood and danger?

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STAR TREK ADVENTURES RPG DIVISIONS

DICE SET REVISED

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COMMAND

MUH 052295 \$19.99

OPERATIONS

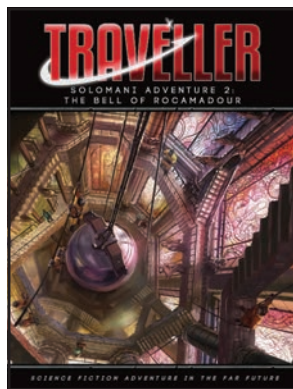
MUH 052296 \$19.99

SCIENCES

MUH 052297 \$19.99

MONGOOSE PUBLISHING

TRAVELLER RPG



THE BELL OF ROCAMADOUR

Overlooked for centuries, the people of Rocamadour have an idea. Appealing to the religious empire known as the Consolidation of Turin, they plan to upgrade their cathedral, a bizarrely architected structure like no other. The final addition is an immense church bell called Zebulun, a relic from ancient Terra. The Travellers are hired to transport the bell and a renowned uplifted Ape construction crew to Rocamadour to get the job done. Unfortunately, there are other interested parties. Ancient relics are worth untold millions of Credits and thieves will stop at nothing to steal them. Scheduled to ship in October 2021.

MGP 40056 \$19.99



CORE RULEBOOK UPDATE 2022

Fully Updated and Revised. *Traveller* is a science fiction roleplaying game of bold explorers and brave adventurers. The *Traveller* Core Rulebook contains everything you need to create one of these adventures and begin exploring the galaxy. Spaceports, ancient civilisations, air/rafts, cold steel blades, laser carbines, far distant worlds, and exotic alien beasts this is the futuristic universe of *Traveller*, the original and classic science fiction roleplaying game. Come visit the far future. Scheduled to ship in October 2021.

MGP 40058 \$59.99



DEEPNIGHT REVELATION - BOXED SET

Deepnight Revelation is a former navy cruiser. Outfitted for the most stupendous mission in human history; a one-ship expedition along the Great Rift to the edge of the Spiral Arm. *Deepnight Revelation* will explore the uncharted systems along its path; contact unknown species and weather unpredictable dangers. At last we will stand before the gates to the Entity's prison and demand entry. We will confront the Deepnight Entity and seek answers. One Ship, Many Stories. There is a place for any *Traveller* aboard *Deepnight Revelation*; scientists and explorers, pilots and engineers, diplomats and rogues. Scheduled to ship in November 2021.

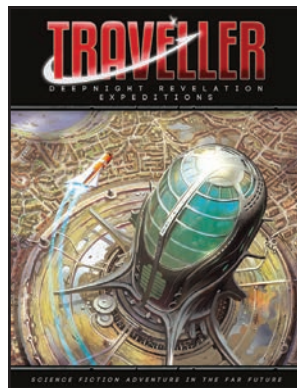
MGP 40040 \$79.99



DEEPNIGHT REVELATION - DICE SET

Scheduled to ship in November 2021.

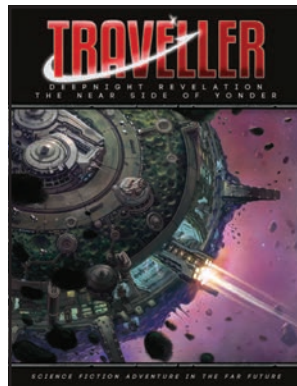
MGP 40050 \$24.99



DEEPNIGHT REVELATION - EXPEDITIONS

Expeditions is a collection of additional resources for the *Deepnight Revelation* campaign. It presents encounters and points of interest that can be inserted into the exploration of any star system and short incidents that may expand into larger adventures, along with three new spacefaring species. Scheduled to ship in November 2021.

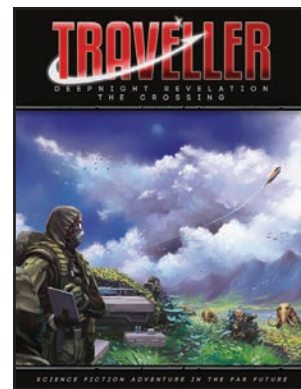
MGP 40046 \$49.99



DEEPNIGHT REVELATION - NEAR SIDE OF YONDER

Far beyond Charted Space, the expedition seeks a way to cross the Great Rift. Failure will add years to the voyage. *Deepnight Revelation* enters a region populated by three starfaring powers. They might have information useful to the expedition, but each has an agenda. *Deepnight Revelation* is a technological wonder to these cultures, and is sufficient to tip the balance of power. The Travellers could forge an alliance and lead the three societies in a battle for survival or they could abandon them to their fate. Scheduled to ship in November 2021.

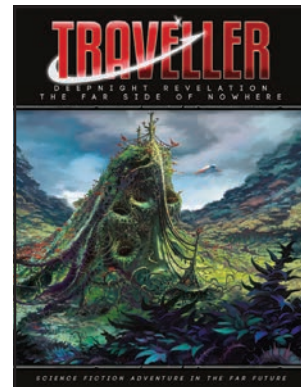
MGP 40042 \$44.99



DEEPNIGHT REVELATION - THE CROSSING

Deepnight Revelation must find a way across the Great Rift, or backtrack hundreds of parsecs. There is a way; a chain of isolated star systems and deep space refuelling points, but it is hazardous in the extreme. The Travellers have good reason to believe the crossing is possible another expedition passed this way before them. As the Travellers make their crossing they come upon an extremely rare phenomenon a frozen star, its temperature so low that it has a solid crust of exotic materials. On the surface is an obviously artificial object someone landed here and built a structure! If the Travellers dare to follow they will learn more about the expedition that preceded them. Scheduled to ship in November 2021.

MGP 40043 \$44.99



DEEPNIGHT REVELATION - THE FAR SIDE OF NOWHERE

Far to spinward of any known system the Travellers encounter an enclave of humans and Droyne. They speak familiar languages and have similar customs to the Travellers, but know nothing of the Imperium or its neighbours. A freeport on the edge of explored space, Tradeport has a dockyard of sorts and *Deepnight Revelation* needs one. Tradeport is a dangerous place but with the jump drive on the verge of breakdown the Travellers have little choice but to plunge into its turbulent politics. The Travellers encounter a mysterious race of what appear to be intelligent plants. Their biological starships are pushing into human-dominated space and conflict seems inevitable. Scheduled to ship in November 2021.

MGP 40044 \$44.99



DEEPNIGHT REVELATION - THE RIFTSEDGE TRANSIT

The expedition begins with a transit along the edge of the Great Rift, taking the Travellers beyond Charted Space. This is the last chance to turn back, the final shakedown before the years of travel begin to unfold. Problems with the ship or her crew could scrub the whole mission, and problems certainly exist! How the Travellers deal with these issues will have repercussions throughout the voyage. Scheduled to ship in November 2021.
MGP 40041 \$44.99



DEEPNIGHT REVELATION - VOIDSHORE

The final leg of the voyage takes Deepnight Revelation into the Voidshore, a region of space between the Great Rift and the edge of the Spiral Arm. Here, the Travellers learn the origins of the Biologicals and witness how they overrun entire worlds. Deepnight Revelation must engage in battle against a great biological starship to prevent the rapid spread of the Biologicals. Scheduled to ship in November 2021.
MGP 40045 \$44.99

THE LOST DUKE

The planet of Brufort has always managed to remain under the radar of Charted Space at large. The mining companies support their workers as they bring up bountiful hauls of precious Zuchai crystals and, despite the presence of dangerous fauna, the people were happy. That happiness would not last. A missing ship brings the Travellers to this backwater. What seems like a simple recovery mission puts them at odds with an outside force that has taken over the planet. Will they be able to help the people of Brufort in a determined resistance or will they be cast out and left to the mercy of the red death that haunts the surrounding jungles? Scheduled to ship in October 2021.
MGP 40057 \$19.99



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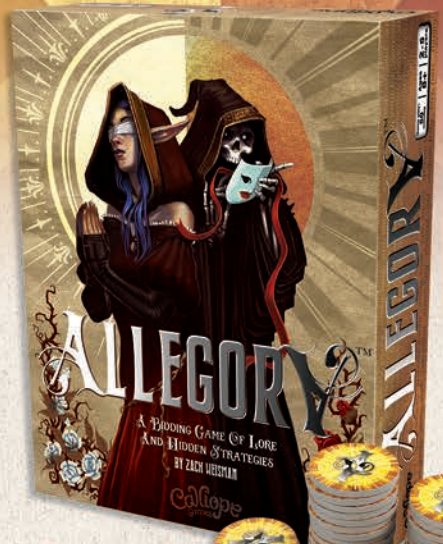
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ALTHINGI: ONE WILL RISE
Iceland, 931 A.D. The Icelandic chieftains that hold power in each district meet every year at the Thingvellir for the Althingi. Each player takes the role of a powerful Icelandic chieftain and aims to gain the greatest influence at the Althingi through bribery, extortion, and, if needed, bloodshed. Scheduled to ship in October 2021.
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APEX COLLECTED EDITION
Play Solo or with up to 5 Friends as a prehistoric predator competing for territory and resources against other predators. Choose from 14 different unique playable species decks. Each deck has different strengths, weaknesses, and strategies - creating a varied and constantly evolving experience. Your species must overcome a brutal environment including harsh climate changes, disease, grievous wounds, infections, deadly prey, while striving to defeat a rival Apex predator and accumulating the largest pile of Carnage in your Den. Scheduled to ship in October 2021.
OUT 10000.....\$120.00

PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH - STRENGTH OF THOUSANDS PART 6 - SHADOWS OF THE ANCIENTS (P2)
Shadows of the Ancients is a Pathfinder adventure for four 18th-level characters by Saif Ansari. This adventure concludes the Strength of Thousands Adventure Path, a six-part, monthly campaign in which the heroes rise from humble students to influential teachers, and ultimately decide the fate of the Magaambya. This adventure provides guidance to tell stories that are like fables or set in truly unusual adventure locations, and concludes with a look at powerful monsters, magic, and abilities that only the mightiest Magaambyan heroes can claim! Scheduled to ship in December 2021.
PZO 90174.....\$24.99

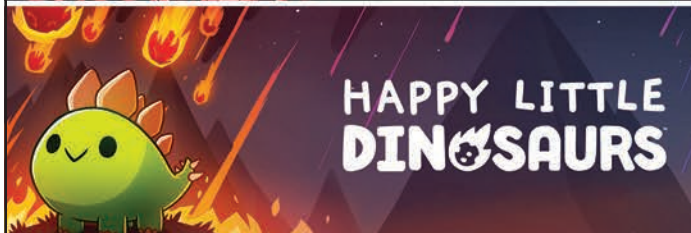
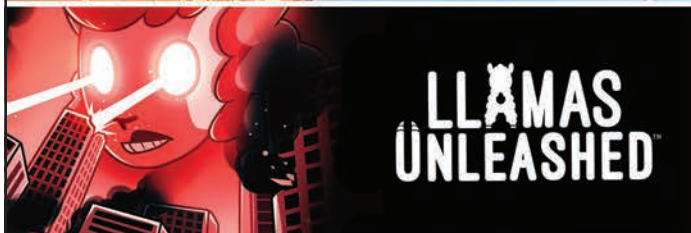
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PATHFINDER RPG: FLIP-MAT CLASSICS - TAVERN MULTI-PACK

Sooner or later, every group of adventurers ends up in a tavern! *Pathfinder Flip-Mat Classics* provide ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master, chosen from the most useful and most popular releases in the *Flip-Mat* line. Whether the adventurers are just looking for a place to rest, heading somewhere to meet up with an ally or patron, looking for their next job, or about to get ambushed in the middle of town, the taverns included in this *Multi-Pack* have you covered with four different locations in all! Don't waste your time sketching when you could be playing. With *Pathfinder Flip-Mat Classics: Tavern Multi-Pack*, you'll be prepared next time your players are ready for a pub crawl! Scheduled to ship in December 2021.

PZO 31037 \$24.99



STARFINDER RPG: ADVENTURE PATH - HORIZONS OF THE VAST 4 - ICEBOUND

Icebound is a *Starfinder Roleplaying Game* adventure for four 7th-level characters by Jason Tondro. This adventure continues the *Horizons of the Vast Adventure Path*, a six-part, bimonthly campaign in which the heroes are at the forefront of exploring and charting a newly discovered world filled with mystery. This volume also includes a dossier on the Veskarium spy agency known as Directive-9, technology repurposed from the Swarm, and a selection of deadly alien threats. Scheduled to ship in December 2021.

PZO 7243 \$22.99



STARFINDER RPG: FLIP-TILES - SPACE STATION CORRIDORS EXPANSION

The *Starfinder Flip-Tiles: Space Station Corridors Expansion* provides beautifully illustrated 6'x6' map tiles that can be used to construct never-ending combinations of public thoroughfares and behind-the-scenes service corridors to enhance your orbital station. Inside, you'll find 24 richly crafted, double-sided map tiles. This expansion set, along with *Starfinder Flip-Tiles: Space Station Starter Set*, allows you to create futuristic space habitats with endless variety! Scheduled to ship in December 2021.

PZO 7510 \$19.99



PATHFINDER RPG: LOST OMENS - MONSTERS OF MYTH HARDCOVER (P2)

Release the beasts! Heroes abound in the Age of Lost Omens, but for every great hero, there is an even greater monster. *Lost Omens Monsters of Myth* provides details on 20 of the most infamous and terrifying monsters from the Inner Sea region and beyond. Uncover the secrets of some of Golarion's greatest monsters from the Sandpoint Devil to Fafnir, the Father of All Linnorms, and more. *Monsters of Myth* provides rumors, tales, and even treasures for the brave adventurers willing to face these legendary creatures! Scheduled to ship in December 2021.

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STARFINDER RPG: SPELL CARDS

Hold the magic of the galaxy in your hands with *Starfinder Spell Cards*, the must-have accessory no superior science-fantasy spellcaster can do without! More than 250 sturdy spell reference cards, covering every spell in the *Starfinder Core Rulebook* and *Starfinder Character Operations Manual*, give players instant access to key game details at a glance! Scheduled to ship in December 2021.

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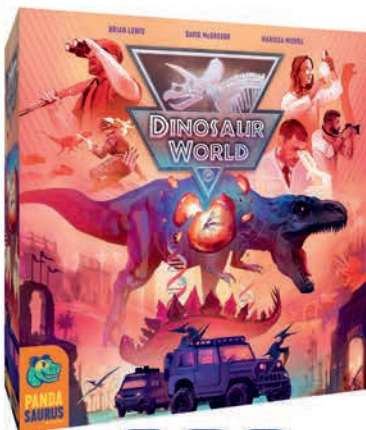
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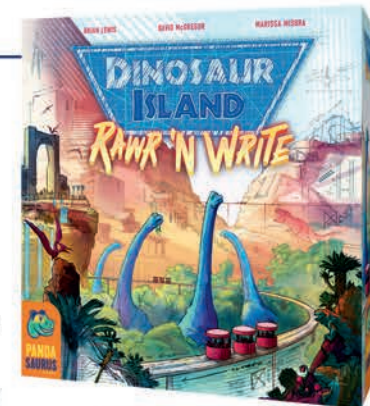
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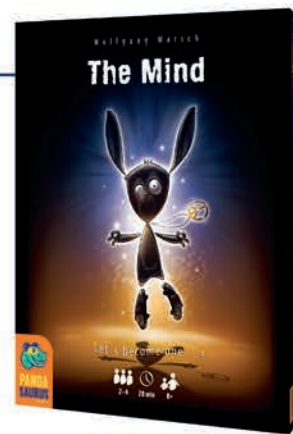


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No longer do you anxiously await the arrival of the wicked - for they have just arrived! In the dead of night, the gloom rolls in. Melodies whisper in slow rhythms as children wake from their slumber. Leaping from their beds, they rush to their parents and startle them awake. The mix of fear and excitement fills the room. The lure of exotic sweets wafts in on the warm summer wind. The lives of this dull, small town are revitalized with the anticipation of this dreadful circus. Scheduled to ship in October 2021. PLG 2210.....\$40.00

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PIP 51155.....PI

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In *Study Abroad*, that last promise takes on a sinister tone as players discover that East Texas University is the only institution in the world that's plagued with supernatural problems. Grab your passport and a few friends then jet off to sunny Costa Rica, romantic Italy, noble Poland, and charming England! Hey yall, ETU is flying First Class! This supplement contains all the information you need to run interesting, authentic stories set in the UK, Poland, Italy, and Costa Rica. Take your students to places they've never seen before to experience new cultures, mysteries, and of course monsters! Scheduled to ship in October 2021. PIN 10316LE.....\$24.99

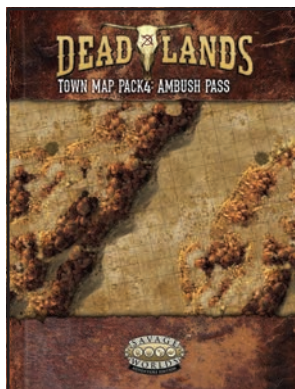
SAVAGE WORLDS RPG

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DEADLANDS - BLOOD DRIVE

This twisted tale takes a posse of hard-riding drovers and their Texas Longhorns from the rolling hills of Texas through swollen streams in Colorado, the mountain passes of New Mexico, the haunted prairies of Wyoming, and more! The weirdness escalates along the way, slowly exposing our heroes to the true horrors of the Weird West. So saddle up, partners, and join us on a *Blood Drive*! PIN 10228.....\$24.99



DEADLANDS - MAP PACK 4: AMBUSH PASS

Deadlands Map Packs are large maps for use with miniatures or our *Deadlands Pawns*. They're marked with a light one inch grid, perfect for *Savage Worlds*. *Map Pack 4: Ambush Pass* features wilderness terrain ideal for use in *Blood Drive*. *Deadlands Map Packs* are 30' x 24', double-sided, laminated cardstock for use with dry and wet-erase pens. PIN 91141.....\$14.99



DEADLANDS - MAP PACK 3: END OF THE LINE

Deadlands Map Packs are large maps for use with miniatures or our *Deadlands Pawns*. They're marked with a light one inch grid, perfect for *Savage Worlds*. *Map Pack 3: End of the Line* features a train station, corner saloon, and other classic western buildings. *Deadlands Map Packs* are 30' x 24', double-sided, laminated cardstock for use with dry and wet-erase pens. PIN 91140.....\$14.99



DEADLANDS - WEIRD WEST BLOOD DRIVE PAWNS

The *Weird West Blood Drive Pawns* feature three sheets of *Deadlands Pawns* containing a selection of characters and critters and brand new terrain pieces as well! Supplement your maps with campfires, a chuck wagon, hangin' trees, and other bits you'll find useful for *Blood Drive* or your own outdoor adventures, all printed on thick, die-cut punchboard. PIN 91142.....\$14.99

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**STOMATAVORUS REX, VEGETYRANTS
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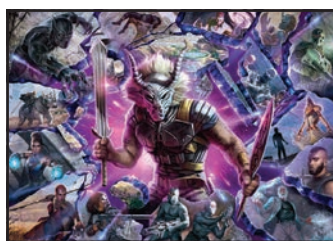
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Scheduled to ship in October 2021.



HELA
RVN 16903.....\$24.99



KILLMONGER
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RVN 16905.....\$24.99



THANOS
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Game play
30-50
minutes

Ages
8+

2-6
players



GAMES

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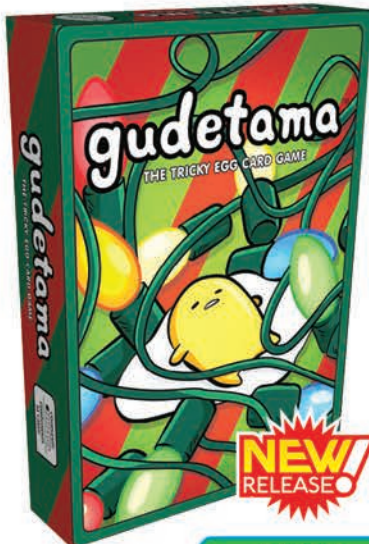
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GAMES

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NEW RELEASE!

FAMILY

GUDETAMA: A TRICKY EGG CARD GAME HOLIDAY EDITION

- All new holiday art from the graphic novels!
- Channel your inner lazy egg in this over-easy trick-taking game!
- Based on the Sanrio® character Gudetama™.

RGS00971.....\$15.99 7+ 2-7 20

OCTOBER RELEASE!



NEW RELEASE!

FAMILY

LOVE LETTER: PRINCESS PRINCESS EVER AFTER

- Set in the Enchanting world of K. O'Neill's Princess Princess Ever After!
- Based on the award-winning Love Letter card game!
- Includes 21 tarot-sized character cards and 13 acrylic favor tokens!

RGS02250.....\$21.99 10+ 2-6 20

OCTOBER RELEASE!



NEW RELEASE!

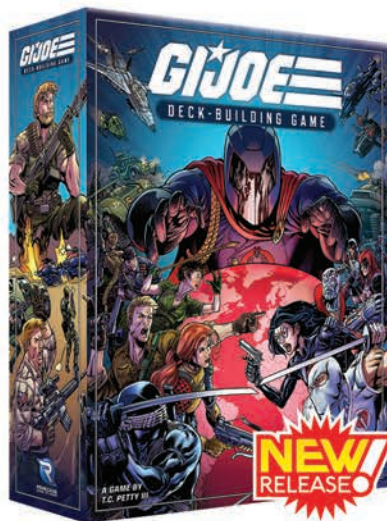
STRATEGY

THE HUNGER

- Race across the board, hunt the most precious prey, and find the eternal rose!
- Hunt the right cards to fit your strategy and build your deck!
- Make sure you're back at the castle before sunrise or get burnt to ashes!

RGS02241.....\$50 10+ 2-6 60

SEPTEMBER RELEASE!



NEW RELEASE!

STRATEGY

G.I. JOE DECK-BUILDING GAME

- Dozens of G.I. Joe heroes and vehicles & 36 unique missions!
- Play solo or with friends in this Cooperative game!
- Includes Expert Mode cards for even greater challenges!

RGS02237.....\$45 13+ 1-6 30-70

OCTOBER RELEASE!



NEW RELEASE!

STRATEGY

DEAD MEN TELL NO TALES

- Work together to overcome fire, skeleton crew, and your own fatigue!
- Variable ship layout, seven playable characters, & variants!
- This reprint now includes 7 pirate miniatures!

RGS02283.....\$50 13+ 2-5 60-75

OCTOBER RELEASE!



NEW RELEASE!

STRATEGY

VAMPIRE: THE MASQUERADE RIVALS THE WOLF & THE RAT

- Adds two new clans: Gangrel & Nosferatu
- Play these two clans head-to-head or integrate them with your Core Set.
- Includes a 30 card Crypt Pack to customize your decks!

RGS02241.....\$30 10+ 2-6 60

OCTOBER RELEASE!



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NEW!
RELEASE!

ROLE-PLAYING

**POWER RANGER
ROLEPLAYING GAME CORE RULEBOOK**

- Create your own unique Power Ranger
- Contains introductory adventure for new team
- Full color hardcover book with 260 pages with ribbon bookmark

RGS08431.....\$55

13+

DECEMBER RELEASE!

NEW!
RELEASE!

ROLE-PLAYING

**POWER RANGER
ROLEPLAYING GAME DICE BAG**

- High quality, double-lined fabric dice bag
- Locking drawstring clasp secures your accessories inside the bag
- Soft interior liner keeps dice scratch-free and safe

RGS02311.....\$15

13+

DECEMBER RELEASE!

**VAMPIRE
THE MASQUERADE**NEW!
RELEASE!

ROLE-PLAYING

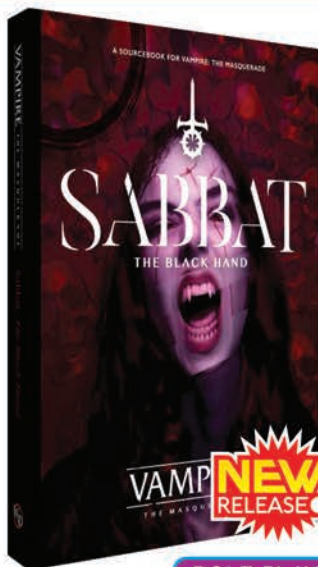
**VAMPIRE: THE MASQUERADE
ROLEPLAYING GAME DICE SET**

- Set of 18 custom dice for use with Vampire: The Masquerade
- Includes 13 Custom 16mm Black d10s & 5 Red 16mm Hunger d10s.

RGS02311.....\$15

13+

DECEMBER RELEASE!

NEW!
RELEASE!

ROLE-PLAYING

**SABBAT: THE BLACK HAND
A SOURCEBOOK FOR VAMPIRE: THE MASQUERADE 5TH ED**

- Includes descriptions of the foundations of Sabbat identity.
- Info on the Gehenna War & the Sabbat opposition to the Antediluvians.
- New Discipline powers & the horrifying Rite of the Black Hand.

RGS09388.....\$45

MATURE CONTENT

AUGUST RELEASE!

NEW!
RELEASE!

MINIATURE

**POWER RANGERS:
RANGERS UNITED**

- Beast Morpher Rangers, Omega Rangers, and the Solar Ranger!
- Take on the delusional Omega Blue Ranger, Kiya, along with her army of Tronics!
- Includes Paired Monsters and a new Triple Threat Boss for added challenge!

RGS02228.....\$65

13+ 2-5 60-75

SEPTEMBER RELEASE!

NEW!
RELEASE!

JIGSAW PUZZLE

**G.I. JOE
JIGSAW PUZZLE #2**

- Features art by Herb Trimpe & Bob McLeod from the 1982 comic!
- Linen finish and low-dust.
- 1000 pieces

RGS02309.....\$20

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SET OF 15
R4I 50502-FC.....\$25.99



DIFFUSION CHERRY

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FAERIE MAGIC

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R4I 50507-7C\$13.99
SET OF 15
R4I 50507-FC.....\$27.99



FORTY TWO

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SET OF 15
R4I 50509-FC.....\$25.99



LICH

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R4I 50414-7C\$11.99
SET OF 15
R4I 50414-FC.....\$23.99



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R4I 50510-7C\$12.99
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STARLIGHT

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SET OF 15
R4I 50518-FC.....\$27.99



PHYLACTERY

SET OF 7
R4I 50417-7C\$11.99
SET OF 15
R4I 50417-FC.....\$23.99



ROSE GOLD

SET OF 7
R4I 50418-7C\$11.99
SET OF 15
R4I 50418-FC.....\$23.99



SAPPHIRE

SET OF 7
R4I 50408-7C\$11.99
SET OF 15
R4I 50408-FC.....\$23.99



THUNDERBIRD

SET OF 7
R4I 50513-7C\$12.99
SET OF 15
R4I 50513-FC.....\$25.99

SMIRK & DAGGER

OFFERED AGAIN

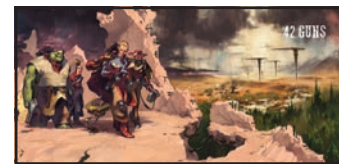


O/A THE DEADLIES

Greed, Pride, Wrath... just three of the 7 *Deadlies* you will encounter in this devious little card game for 3 - 5 players. Play as many cards as you can each turn of the same suit, number value, or a straight of any length. Do your best to rid yourself of them all as soon as you can - while your opponents do their damndest to fill your hand with more! Empty your hand three times to WIN, and become the ENVY of all your friends!

SND 0070.....\$14.99

SPACE ORANGE 42



42 GUNS

42 GUNS is a game inspired by Stephen King's *Dark Tower Saga* that allows you to tell the story of a group of Gunslingers engaged in a quest to restore Cydonia to the ancient glories of the glorious kingdom that it was. The myths of the American Western are mixed together with the epic of the Arcturian tales, accompanied by sci-fi and horror elements of New Weird literature. The game implements an innovative diceless version of the *Powered by the Apocalypse* engine. Scheduled to ship in October 2021.

SO4 IFGU01\$19.90



ARBOREA: SURVIVORS OF ARBOREA

For centuries, the Scouts have been the vanguard of the Terran Alliances expansion into space. Explorers, diplomats, warriors when they need to be, they are the elite, and you, Jack Sailor, are one of them. Well, you will be in a month, probably. For now, you are only a cadet, selected from among thousands of candidates. You have endured five years of training at the Academy, and are almost ready to become a real scout and wear the bronze badge of your corps. You only have to finish your training mission, a simple run on the Starwolf, a soon-to-be decommissioned starship, before returning to Earth for your final exam. What can possibly go wrong? Scheduled to ship in October 2021.

SO4 VSA002\$24.90



BE-MOVIE

to be a movie... Live any adventurous lives you like inside an imaginary space shared with your friends, becoming the leading character of the story yourself. B-movies are a style of movies born in America around the 30s of the past century, always shot on a shoestring budget in a few days by reusing scenery and costumes from other, more expensive movies. And that's exactly what we would like you to do during the game: draw on bigger and more famous stories to create your own and bring them to the stage in a single night. Scheduled to ship in October 2021.

SO4 HGBM03\$24.90



SAVAGE WORLDS RPG: GOLD & GLORY - SEVEN DEADLY DUNGEONS

Welcome to a world of legendary heroes and daring feats or, more probably, to a dishonorable story of ill-fated treasure hunters who soon bite off more than they can chew unless they manage to return home with enough gold to carouse wildly until their next expedition! *Gold & Glory* is not your usual *Savage* Setting in that it is not really a setting at all, and it doesn't want to be one. *Gold & Glory* is a method, and a toolbox, to enjoy the Fast, Furious and Fun rules of *Savage Worlds* in a game of classic dungeon exploration, in the spirit of the Old School Renaissance, with no other book needed besides *Savage Worlds Deluxe*. Scheduled to ship in October 2021.

SO4 SWGG02\$19.90



SAVAGE WORLDS RPG: HOPE & GLORY - MASTER'S GUIDE

Explore a world changed by a glaciation and salvage its treasures. Hunt the fierce Sabretooth Tiger and the dread Sumatran Monkey-Rat. Face the agents of the Czar and their hordes of Neanderthal Cossacks. Travel to the Astral Plane and meet its ethereal denizens. Invent a better future, and fight the enemies of progress. Discover the secrets of the Nine Unknown Masters of the World. This is *Hope & Glory*, a steampunk adventure of scientific romance, intrigue, and discovery, in a brave new world. In this book you'll find: An analysis of themes and styles of Indian Steampunk! Scheduled to ship in October 2021.

SO4 SWHG04\$39.90

KAISER 1451

Kaiser 1451 is a role-playing game that tells a war story from the point of view of those who have to fight it, often unwillingly and even more often against people whose only fault is being on the other side of the front. A game about war that is strongly opposed to war, without mechanical rules on combat, but full of narrative cues to create characters consumed by military life. An appendix at the end of the manual will also provide the design tools to expand the game and create hacks! Scheduled to ship in October 2021.

SO4 HGFK01\$19.90



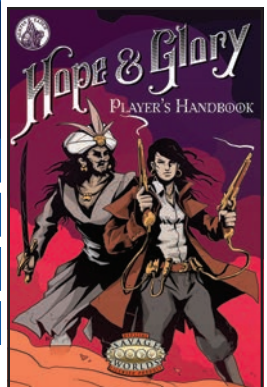
Corrosion is a temporary engine builder where you must think carefully about when to deploy your engineers and when to turn your corrosion wheel. Whoever manages this best and scores the most points wins the game!

SKU: CORR101 - MSRP \$59.95



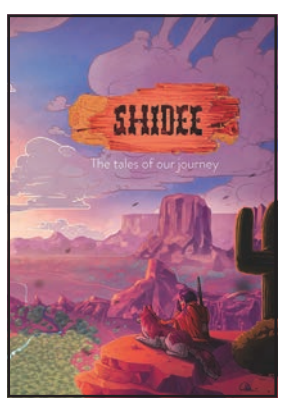
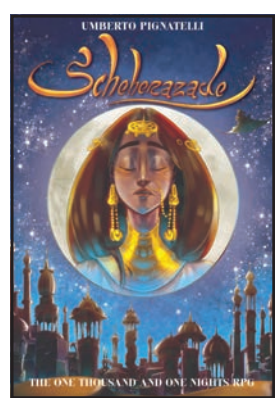


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SAVAGE WORLDS RPG:
HOPE & GLORY - PLAYER'S BOOK
 The Psychic World: a new dangerous dimension and new dangerous powers! The secrets of the Kalaripayattu, the Indian martial arts! Extensive rules for clockwork inventions, prosthetic and automatons, including your friendly helpful majordomo! A large list of steampunk gear *Hope & Glory* style, including the (in)famous Goventosa monowheel! Scheduled to ship in October 2021.
 SO4 SWHG03 \$39.90

SCHEHERAZADE RPG:
THE ONE THOUSAND AND ONE NIGHT
 Here Scheherazade perceived the light of morning and discontinued the recitation. How excellent is thy story! And how pretty! But what is this in comparison with that which I will relate to thee in the next night, if I live, and the Caliph spare me! And the Caliph said, I will not kill her until I hear the remainder of her story. The One Thousand and One Nights. You surely know them: how the beautiful and wily Scheherazade saved her life by telling the Caliph one thousand and one stories, one each night. This is how things went in the book. In the game, it is a little different: after the one thousandth night, Scheherazade went to bed and fell into an enchanted slumber from which no sage, hakim, or fakir could wake her. Nobody, apart from you, the Chosen Ones of Scheherazade, the persons on which she based the stories she told to the Caliph. Scheduled to ship in October 2021.
 SO4 SCH001 \$39.90



SHIDEE: THE TALES OF OUR JOURNEY
 Shidee means Older Sister in Apache. The heart of this game is the relationship between the two archetypes that dwell inside us: the child and the animal. This game has the ambition of becoming a tiny shard of freedom and creativity in the cracks of our frantic everyday life. No preparation is needed; you don't need to be an RPG savant, and you don't need an entire, uninterrupted afternoon to play. Put *Shidee* in your backpack and pull it out when the moment comes. Scheduled to ship in October 2021.
 SO4 SHD001 \$9.90

SPITE HOUSE STUDIOS



I WOULD KILL HITLER
 The game is simple! Players answer 'What Would You Do?' to original hypotheticals using the cards in their hands to help tell their story. Each round a judge will read a hypothetical dilemma from the deck, and the remaining players will use one of their Plot Cards to inspire an 'on-the-spot' story. Scheduled to ship in December 2021.
 SHS IWKH001 \$29.00

STEAMFORGED GAMES



HORIZON ZERO DAWN:
THE SACRED LAND EXPANSION
 It's not often other tribes are allowed to enter Nora territory. Take your chance with *The Sacred Land Expansion*, for *Horizon Zero Dawn: The Board Game*. This expansion adds two new hunters to play as, five new enemy types to hunt, new encounters to experience, and new items and equipment to upgrade your hunters.
 SFL HZD-002 PI

TEETURTLE

SPOTLIGHT ON



UNSTABLE UNICORNS: KIDS EDITION
 Unstable Unicorns for Kids is a card game that introduces younger players to the magical world of unicorns and strategy games. This is a 2-6 player game for ages 6+ and features brand new characters and adorable artwork that kids will love! Tee Turtle mandates their products only be sold in your brick & mortar store, or through a website you own. Scheduled to ship in September 2021.
 TET 6063-UU-BSG1 PI

TROLL LORD GAMES

STARSHIP WARDEN RPG
 They designed the Starship Warden to house, feed, and clothe over a million people. To do this the designers outfitted this massive ship, miles long and miles wide, to serve as a home for people, offering up quarters and cafeterias, restaurants, and malls all intermingled with a host of features to mimic earth-like conditions, from artificial lakes to fields of crops. Her maiden voyage began with hopes and dreams of a future like nothing humanity had ever seen. But that was long ago. There has been no contact between the Warden and Earth for many long years, for on the ship something went horribly awry. Radiation leaks, singularity, mutations, madness - what it was - only those on board could say. Scheduled to ship in September 2021.
 TLG 75031 \$79.99



ULTRA PRO INTERNATIONAL

SATIN CUBES
 Scheduled to ship in November 2021.



HI-GLOSS EMERALD GREEN
 UPI 15854 PI



LEMON YELLOW
 UPI 15592 PI



HOT PINK
 UPI 15594 PI



LIME GREEN
 UPI 15590 PI



PUMPKIN ORANGE

UPI 15591.....PI



RAINBOW

UPI 15840.....PI



ROYAL PURPLE

UPI 15593.....PI



SKY BLUE

UPI 15589.....PI



SMOKE GREY

UPI 15595.....PI

SATIN TOWER DECK BOX

Scheduled to ship in November 2021.



HI-GLOSS EMERALD GREEN

UPI 15846.....PI

MAGIC THE GATHERING CCG **MYTHIC EDITION**

Scheduled to ship in October 2021.



9-POCKET ZIPPERED PRO-BINDER

UPI 18342.....PI



LOYALTY DICE AND CASE

UPI 18741.....PI



STORAGE BOX

UPI 18990.....PI

POKÉMON TCG: ELITE **SERIES - PIKACHU**

Scheduled to ship in October 2021.



9-POCKET ZIPPERED PRO-BINDER

UPI 15772.....PI

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12-POCKET ZIPPERED PRO-BINDER
UPI 15774.....PI



PIKACHU ALCOVE FLIP
UPI 15773.....PI

UPPER DECK

LEGENDARY DBG

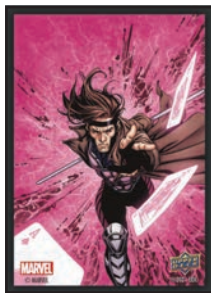


MARVEL - MARVEL STUDIOS GUARDIANS OF THE GALAXY EXPANSION
In space, the rule of law is more of a loose guideline, so someone has to guard the galaxy. As your adventure unfolds, recruit the well-meaning but questionable methods of the Guardians of the Galaxy to fight by your side against galactic threats, like Ronan The Accuser! This new exciting Marvel Cinematic Universe Legendary expansion features characters from the first and second Guardians of the Galaxy movies. Ride across the Legendary cosmos with these mighty misfits in your hand.
UDC 96548.....PI



MARVEL - MESSIAH COMPLEX EXPANSION
The decimation of mutants has come to pass and the enemies of the remaining X-Men never rest! In this new Legendary expansion based on the popular Marvel crossover story arc, you will join the ranks of the surviving mutant heroes in a race against new Masterminds and Villains to find a very special child who represents hope for mutants. Scheduled to ship in September 2021.
UDC 95593.....PI

MARVEL CARD SLEEVES (65)



GAMBIT
UDC 97452.....PI



LOKI
UDC 97446.....PI



SPECTRUM
UDC 97450.....PI

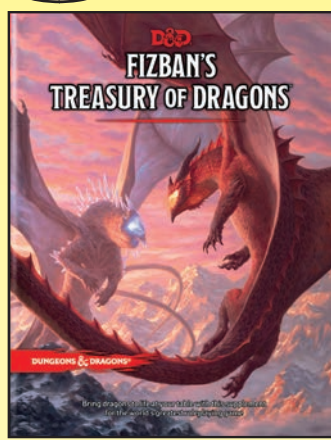
WEIRD AGE GAMES



HARD WIRED ISLAND
Grand Cross is a space station orbiting Earth, a high-tech city, and a gateway to the stars. But in this distant future, it's in crisis... *Hard Wired Island* is a retrofuture cyberpunk RPG, inspired by 90' anime. This 400-page book includes: An easy-to-learn system where social actions and problem-solving skills are at least as important as hacking and getting into fights. An alternate 2020 setting in an O'Neill cylinder orbiting Earth. Scheduled to ship in October 2021.
WAG 001\$60.00

WIZARDS OF THE COAST

FEATURED ITEM



DUNGEONS & DRAGONS RPG: FIZBAN'S TREASURY OF DRAGONS
Meet Fizban the Fabulous: doddering archmage, unlikely war hero, divine avatar of a dragon-god and your guide to the mysteries of dragonkind. What is the difference between a red dragon and a gold dragon? What is dragonsight? How does a dragons magic impact the world around them? This comprehensive guide provides Dungeon Masters with a rich hoard of tools and information for designing dragon-themed encounters, adventures, and campaigns. Dragonslayers and dragon scholars alike will also appreciate its insight into harnessing the power of dragon magic and options for players to create unique, memorable draconic characters.
HARDCOVER WOC C92740000\$49.95
HARDCOVER - ALTERNATE WOC C92750000\$49.95

WIZKIDS/NECA

CRITICAL ROLE

Scheduled to ship in November 2021.



CHARACTERS OF TAL'DOREI - SET 1
WZK 74261\$59.99



MONSTERS OF TAL'DOREI - SET 1
WZK 74256\$59.99



MONSTERS OF TAL'DOREI - EMBER ROC PREMIUM FIGURE
WZK 74258\$89.99



MONSTERS OF TAL'DOREI - SET 2
WZK 74257\$59.99

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NPCS OF EXANDRIA - SET 1
WZK 74260\$59.99



NPCS OF TAL'DOREI - SET 1
WZK 74259\$59.99



PREMIUM FIGURE - DIETER
WZK 74262\$79.99

DUNGEONS & DRAGONS 3" PLUSH CHARMS - WAVE 1 DISPLAY

From the rich lore of *Dungeons & Dragons*, these 3" plush charms feature famous monsters made miniature and look great attached to anything. Wave 1 includes Beholder, Red Dragon, Displacer Beast, Mimic. Which will you get? Roll for initiative and select! Scheduled to ship in December 2021. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 68316\$239.76



DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS

Scheduled to ship in December 2021.

SPOTLIGHT ON



ADULT GOLD DRAGON PREMIUM FIGURE

The *D&D Icons of the Realms: Adult Gold Dragon Premium Figure* is an excellent addition to your miniatures collection or display shelf. Sculpted with highly detailed features and using premium paints, this gold dragon is a great foe for any adventure! The *Adult Gold Dragon* comes with 2 interchangeable heads as well as the detachable fire breath. The most powerful and majestic of the metallic dragons, gold dragons are dedicated foes of evil. A gold dragon has a sagacious face anointed with flexible spines that resemble whiskers.

WZK 96116\$89.99

SPOTLIGHT ON



ARCHDEVILS - BAE, BEL, AND ZARIEL

With the Blood War raging for eons and no end in sight, opportunities abound for ambitious archdevils to win fame, glory, and power in the ongoing struggle against the demons. Bael, one of Mammon's most important vassals, has won fame and acclaim for his victories. Charged with leading sixty-six companies of barbed devils, Bael has proven to be a tactical genius, earning esteem for himself and his master as

a result of victory after victory over the abyssal host. Mammon relies on Bael, because of his battle acumen, to safeguard his holdings.

WZK 96106\$79.99

DUNGEONS & DRAGONS FRAMEWORKS: W01

Scheduled to ship in November 2021.

SPOTLIGHT ON



BALOR
WZK 75070\$99.99



DRAGONBORN PALADIN MALE
WZK 75022\$14.99



BASILISK
WZK 75060\$24.99



DRAGONBORN SORCERER FEMALE
WZK 75035\$14.99



BEHOLDER
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DRIDER
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SPOTLIGHT ON



SPOTLIGHT ON



DWARF BARBARIAN FEMALE
WZK 75031 \$14.99



ELF WIZARD FEMALE
WZK 75023 \$14.99



DWARF CLERIC FEMALE
WZK 75010 \$14.99



GHOST & GHOUL
WZK 75053 \$24.99



DWARF FIGHTER MALE
WZK 75036 \$14.99



HILL GIANT
WZK 75049 \$39.99



ELF MONK MALE
WZK 75027 \$14.99



HUMAN CLERIC MALE
WZK 75071 \$14.99



ELF RANGER MALE
WZK 75009 \$14.99



HUMAN DRUID FEMALE
WZK 75012 \$14.99



HUMAN FIGHTER FEMALE
WZK 75025 \$14.99



HUMAN WIZARD MALE
WZK 75030 \$14.99



HUMAN FIGHTER MALE
WZK 75013 \$14.99



HUMAN MONK MALE
WZK 75075 \$14.99



HUMAN ROGUE FEMALE
WZK 75038 \$14.99



HUMAN WARLOCK MALE
WZK 75039 \$14.99



KOBOLDS
WZK 75067 \$49.99



MIND FLAYER
WZK 75042 \$14.99



MINOTAUR
WZK 75056 \$24.99



NIGHT HAG
WZK 75044 \$24.99

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WZK 75057 \$24.99



ORC BARBARIAN MALE
WZK 75011 \$14.99



ORCS
WZK 75066 \$49.99



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WZK 75076 \$39.99



TIEFLING ROGUE FEMALE
WZK 75020 \$14.99



TIEFLING WARLOCK MALE
WZK 75034 \$14.99



TROLL
WZK 75043 \$24.99



WIGHT
WZK 75052 \$14.99



FEATURED ITEM



MARVEL HEROCLIX: AVENGERS WAR OF THE REALMS BOOSTER BRICK

Thor and the Avengers take on Malekith and other Asgardian threats! Based on the realms-shattering *The War of the Realms* event, this HeroClix set combines some of the coolest Thor stuff with the hottest game play of the year! This 5-figure booster release features fan-favorite characters like Thor, Captain America, Mary Jane, Gamora, Wasp, Angela, Yondu, Nova, Black Widow, and more! *Avengers The War of the Realms* has more characters with RALLY that was first introduced in *X-Men Rise and Fall* earlier this year as well as brand-new mechanics like Recruiter! Scheduled to ship in December 2021.

WZK 84804 \$149.90



FEATURED ITEM



MARVEL HEROCLIX: AVENGERS WAR OF THE REALMS FAST FORCES

As Malekith wages war across the 10 realms, Thor and the Avengers team up to protect the earth from being conquered! In this *Fast Forces*, find Avengers representing Midgard like Thor, Black Widow, and Black Panther along with Loki, Enchantress, and Executioner representing Asgard. *Fast Forces* are awesome for someone getting started or looking to play a thematic team. Scheduled to ship in December 2021.

WZK 84806 \$19.99



FEATURED ITEM



MARVEL HEROCLIX: AVENGERS WAR OF THE REALMS DICE AND TOKEN PACK

Thor and the Avengers take on Malekith and other Asgardian threats! Based on the realms-shattering *The War of the Realms* event, this *Dice and Token Pack* contain 2 custom dice featuring a special logo of the Asgardian realm, and 6 action tokens featuring characters from the story! Tokens will also have a bystanders on the back to use with characters that generate them in the set! Scheduled to ship in December 2021.

WZK 84808 \$9.99



GAMES

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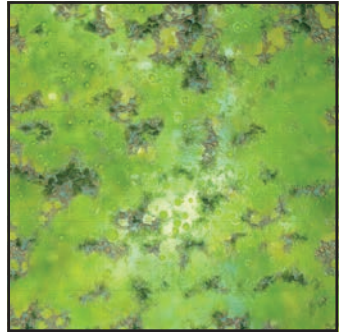
FEATURED ITEM



MARVEL HEROCLIX: AVENGERS WAR OF THE REALMS PLAY AT HOME KIT

Play at Home Kits are designed to give everyone a chance to receive a promotional figure to celebrate the Avengers War of the Realms set release. This version of Thor has the brand new Recruiter ability which allows Thor to bring in an Asgardian character from your sideline as long as a character of higher points is in your KO area! This is an extremely powerful addition to Asgardian themed teams! This kit also comes with a double-sided map featuring classic maps from HeroClix history. Scheduled to ship in December 2021.

WZK 84807 \$9.99



WARLOCK TILES

GAME MAT: ACID LAGOON

WizKids is pleased to announce an all new line of WarLock Tiles Premium Game Mats. Key Features: Large 24" x 24" with 1" grid. The mat is made from high-quality materials. Provides vivid scenery for all your encounters. Scheduled to ship in December 2021.

WZK 16544 \$24.99

DUNGEONS & DRAGONS

FRAMEWORKS

DUNGEONS & DRAGONS PRISMATIC PAINT:

Scheduled to ship in January 2022.

BANSHEE WHITE 92.408	BLOODY RED 92.010
WZK 67100 \$2.49	WZK 67105 \$2.49
BASIC STARTER	BONE WHITE 92.034
PAINT CASE	WZK 67106 \$2.49
WZK 67160 \$99.99	BRIGHT BRONZE
BEHIR BREATH 92.412	(METALLIC) 92.057
WZK 67101 \$2.49	WZK 67107 \$2.49
BLACK 92.051	BRUSHES 3-BRUSH SET
WZK 67102 \$2.49	WZK 67162 \$11.99
BLACK PUDDING 92.401	BULLYWUG HIDE 92.405
WZK 67103 \$2.49	WZK 67108 \$2.49
BLACK WASH 92.201	DARK FLESH TONE 92.044
WZK 67104 \$2.49	WZK 67109 \$2.49



DEAD FLESH 92.035	LIVERY GREEN 92.033
WZK 67110 \$2.49	WZK 67134 \$2.49
DEAD WHITE 92.001	MAGIC BLUE 92.021
WZK 67111 \$2.49	WZK 67135 \$2.49
DISPLACER BEAST 92.413	MATTE VARNISH 92.520
WZK 67112 \$2.49	WZK 67158 \$2.49
DRIED BLOOD	METAL MEDIUM 92.521
(EFFECT) 92.133	WZK 67159 \$2.49
WZK 67113 \$2.49	MYCONID SPORE 92.417
DRY RUST (EFFECT) 92.136	WZK 67136 \$2.49
WZK 67114 \$2.49	OFF WHITE 92.101
ELECTRIC BLUE 92.023	WZK 67137 \$2.49
WZK 67115 \$2.49	ORANGE FIRE 92.008
ELFIC FLESH 92.098	WZK 67138 \$2.49
WZK 67117 \$2.49	PALE FLESH 92.003
ELF SKIN TONE 92.004	WZK 67139 \$2.49
WZK 67116 \$2.49	POLISHED GOLD
ETTERCAP 92.414	(METALLIC) 92.055
WZK 67118 \$2.49	WZK 67140 \$2.49
FAERIE DRAGON	RUST (EFFECT) 92.131
WINGS 92.416	WZK 67141 \$2.49
WZK 67119 \$2.49	RUST MONSTER 92.418
FLAMESKULL GREEN 92.406	WZK 67142 \$2.49
WZK 67120 \$2.49	SCARLET RED 92.012
GHOST GREY 92.046	WZK 67143 \$2.49
WZK 67121 \$2.49	SEA HAG BLUE 92.410
GHOUL FLESH 92.407	WZK 67144 \$2.49
WZK 67122 \$2.49	SEPIA WASH 92.200
GLORIOUS GOLD	WZK 67145 \$2.49
(METALLIC) 92.056	SICK GREEN 92.029
WZK 67123 \$2.49	WZK 67146 \$2.49
GLOSS VARNISH 92.510	SILVER (METALLIC) 92.052
WZK 67157 \$2.49	WZK 67147 \$2.49
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GOLD YELLOW 92.007	SUN YELLOW 92.006
WZK 67125 \$2.49	WZK 67149 \$2.49
GRAY OOZE 92.402	TARRASQUE
WZK 67126 \$2.49	CARAPACE 92.419
GUNMETAL (METALLIC) 92.054	WZK 67150 \$2.49
WZK 67127 \$2.49	THRI-KREEN
HAMMERED COPPER	CHITIN 92.404
(METALLIC) 92.059	WZK 67151 \$2.49
WZK 67128 \$2.49	ULTRAMARINE
HEXED LICHEN 92.015	BLUE 92.022
WZK 67129 \$2.49	WZK 67152 \$2.49
ILLITHID SKIN 92.415	UMBER WASH 92.203
WZK 67130 \$2.49	WZK 67153 \$2.49
INTERMEDIATE PAINT CASE	VERDIGRIS (EFFECT) 92.135
WZK 67161 \$99.99	WZK 67154 \$2.49
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WZK 67131 \$2.49	WZK 67155 \$2.49
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WZK 67132 \$2.49	PELT 92.409
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GET STARTED!

The Other Side Starter Box – Releases in October

M3E

ALL MODELS IN THIS BOX
ARE ALSO PLAYABLE
IN MALIFAUZ



If you're looking to get into The Other Side for the first time or are a Malifaux player looking to expand your Guild or Resurrectionist model list, The Other Side's Starter Box is a great opportunity to do both!

WYR40012
\$100.00

Other
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GRAPHIC NOVELS

BOOM ENTERTAINMENT



FIREFLY LEGACY EDITION TP VOL 02

BOOM! Studios presents the second of two *Firefly Legacy Editions*. Collecting all previously released *Serenity* comics in an all-new value-priced format, no fan can afford to miss this official follow-up to Joss Whedon's (creator of *Buffy the Vampire Slayer*) critically-acclaimed film *Serenity*, collected in one place for the first time! The 'Verse is on the brink of war, and Captain Mal and his crew are on the run from an old, unstoppable foe. With the crew scattered to the far ends of the 'Verse, it'll take quite a gamble to pull them back together... but when the chips are down, never bet against Captain Malcolm Reynolds! Scheduled to ship in December 2021.

DIA STL103513\$29.99

CAPSTONE PUBLISHING

SPOTLIGHT ON



BATMAN SCOOBY DOO MYSTERIES CHILLING ICE RINK ESCAPE

When a spooky yeti attacks the Gotham City Ice Rink with a freeze ray, Mystery Inc. gets caught in the crossfire. Just when the gang looks destined for a frosty fate, Batman and Robin swoop in to save the day. Can Scooby and his friends help the Dynamic Duo unmask the frozen fiend before all of Gotham City gets put on ice? Scheduled to ship in December 2021.

DIA STL191884\$6.95



HALO HC LONE WOLF

Sent on a covert mission without the rest of her team, Spartan Linda-058's skills in infiltration and marksmanship are called upon to end the threat posed by a wanted scientist on a distant planet. With only an ONI AI at her side, Linda must fight through both the dregs of the Covenant and the hostility of a lost human settlement to stop the rogue scientist in his tracks. Collects issues #1-#4 of the series. Scheduled to ship in December 2021.

DIA STL114643\$19.99

MINECRAFT TP VOL 03

Candance, Evan, Grace, Tobi, and Tyler continue their adventures in the world of *Minecraft* and find themselves stumbling upon a mysterious ruined portal. Arriving to a strange and wonderful corner of the Nether that they've never seen, the group turn to their Nether expert, Grace, for help. However, as they face new threats, Grace finds that the team's reliance on her in the Nether is hitting a breaking point! The group discover themselves deep in a bastion and now have to face their most intense challenge yet... without their expert. It'll take the full force of the entire group to overcome the unknown! Scheduled to ship in December 2021.

DIA STL195348\$10.99



DARK HORSE COMICS



AVATAR TSU'TEY'S PATH TP VOL 01

From his first meeting with Jake Sully to his acceptance of the Last Shadow, Tsu'tey's life takes a path he could not anticipate, and which the film told only a part. Return to Pandora as the story of *Avatar* is told from the perspective of Tsu'tey, warrior of the Omatikaya tribe. Collects issues #1-#6 of the series, plus the short story *Brothers* from Free Comic Book Day 2017. Scheduled to ship in December 2021.

DIA STL128081\$19.99



CRITICAL ROLE MIGHTY NEIN ORIGINS HC CALEB WIDOGAST

A fire can keep you warm... or it can consume you. When Bren Aldric Ermendrud was chosen to attend the Soltryce Academy, everyone knew he would have an important future in service to the Empire. But nobody - least of all Bren himself - could foresee the cruelty he would endure, and the ways in which it would break and remake him. Witness the events that transform Bren into the Mighty Nein's Caleb Widogast, and how they inform the path he'll take in the future. Scheduled to ship in December 2021.

DIA STL185750\$17.99



FEATURED ITEM



STRANGER THINGS ZOMBIE BOYS GN TP VOL 01

It's spring in the normally quiet town of Hawkins, Indiana. Mike, Lucas, Dustin, and Will are still grappling with the traumatic encounters with the Demogorgon and the Upside Down in season one of the hit Netflix series. As tensions rise and fractures begin to form in the group, a new kid shows up to AV club with a Betamax Camcorder and a vision. The new Spielberg-wannabe friend, Joey Kim, wants to make a zombie horror movie based on Will's drawings, and in the process they come to terms with the real horrors they've already faced. Scheduled to ship in December 2021.

DIA STL139901\$10.99



TERMINATOR BURNING EARTH TP

Witness the birth of an artistic legend, in Eisner Award-winning painter Alex Ross's first professional work! As Skynet prepares a nuclear strike to wipe out humanity, John Connor leads a small team to destroy the sinister AI's mainframe. Scheduled to ship in December 2021.

DIA STK619604.....\$17.99

TOMB RAIDER TP VOL 01 SEASON OF WITCH

Lara and the other survivors of the Endurance are experiencing horrific visions after their ordeal in the lost kingdom of Yamatai. But the visions lead to a darker fate... Can Lara survive the calamities that await her as she struggles to piece this new mystery, and her life, back together? Collects *Tomb Raider* #1-#6. Scheduled to ship in December 2021.

DIA STK650190.....\$19.99



STAR TREK NEW ADVENTURES TP VOL 01

The adventures of the Starship Enterprise continue in this set of stories that take place between the first and second movies! Featuring the new cast of the film, these issues feature re-imagined stories from the original TV series in the alternate timeline as well as brand new missions, all with creative collaboration with *Star Trek* writer/producer Roberto Orci. Scheduled to ship in December 2021.

DIA STK653802.....\$29.99

IDW PUBLISHING

SPOTLIGHT ON



DUNGEONS & DRAGONS CLASSICS TP VOL 02

An ancient evil rises and once again threatens the Realms, and only a motley band of adventures can stop it. A surly dwarf warrior and his benevolent centaur companion, a gladiator who survived the arena, a fallen paladin, and a timid half-elf must somehow find a way to work together if the Realms are going to survive the coming darkness. This action-packed volume collects issues #9-18 of the fan-favorite series by writers Jeff Grubb and Dan Mishkin, and artist Jan Duursema. Scheduled to ship in December 2021.

DIA STK447379.....\$24.99

GODZILLA WORLD OF MONSTERS TP

The King of Monsters reigns supreme, no matter the timeline or world, in this compendium collecting three graphic novels - *Gangsters & Goliaths* by John Layman and Alberto Ponticelli, *Cataclysm* by Cullen Bunn and Dave Wachter, and *Oblivion* by Joshua Fialkov and Brian Churilla! First, in *Gangsters & Goliaths*, monster recognizes monster, which quickly becomes obvious when Godzilla collides head on with the Yakuza-dominated Tokyo underworld. In *Cataclysm*, does any hope remain for humanity in an apocalyptic future devastated by never-ending kaiju attacks? And, when a reckless scientist opens a portal to an alternate dimension ruled by Godzilla and his brethren, a single baby kaiju stowaway could spell disaster for our monster-free world, in *Oblivion*. Scheduled to ship in December 2021.

DIA STL186708.....\$29.99



STAR WARS THE FORCE AWAKENS GN

Faithfully capturing the galaxy-spanning action of *The Force Awakens*, join Rey, Finn, BB-8, Kylo Ren, and all your favorite characters, new and old, on the adventure of a lifetime! Experience *Episode VII* in a whole new way before catching the new movie in theaters later this year! This beautiful graphic novel combines the awe-inspiring wonder of *Star Wars* with the streamlined designs of Disney animation, making it a must-read for longtime fans and a great introduction for newcomers! Scheduled to ship in December 2021.

DIA STL060302.....\$9.99

TRANSFORMERS ROBOTS IN DISGUISE A NEW MISSION TP

A new generation of *Transformers* starts in adaptations of the celebrated animated series! The Great War has passed and Cybertron is rebuilt and harmonious, though leader Optimus Prime's fate is unknown. But when an unexpected threat puts Earth in danger, a vision of Optimus Prime leads Bumblebee to Earth with a team of Autobots to protect the planet. Get ready for the exciting first installment of *Robots in Disguise*! Scheduled to ship in December 2021.

DIA STK686839.....\$7.99



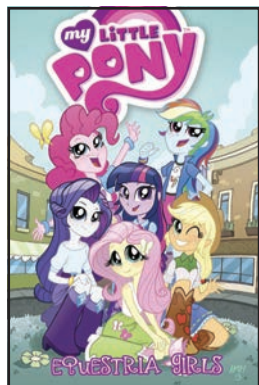
IMAGE COMICS



ASCENDER TP VOL 04

The epic space fantasy saga from creators Jeff Lemire and Dustin Nguyen that began in the pages of *Descender* comes to a spectacular conclusion! As Mother rallies her forces to wipe out the resistance, our heroes meet an old friend who reveals the untold secrets of the universe. With the fate of all things hanging in the balance, who will remain standing when the forces of magic and technology collide? Collects *Ascender* #15-18. Scheduled to ship in December 2021.

DIA STL186962.....\$12.99



MY LITTLE PONY EQUESTRIA GIRLS TP

Based on the hit movie, join the girls as they get settled into Canterlot High. Plus, Sunset Shimmer tries to find the true meaning of the holidays as rumors circulate around the school. Collects the 2013 Annual and the 2014 Holiday Special. Scheduled to ship in December 2021.

DIA STK690154.....\$17.99



GRAPHIC NOVELS

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GTW

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**BIRTHRIGHT TP VOL 04
FAMILY HISTORY**

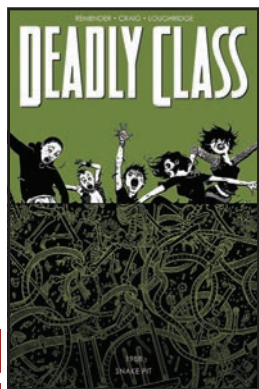
The longer Mikey Rhodes remains on Earth, the more the evil within him is unleashed. As the remaining mages gather to take him down, a lost member of the Rhodes family returns... but can they recover from the damage already done? Collects *Birthright* #16-20. Scheduled to ship in December 2021.

DIA STL021769\$12.99

**CHEW TP VOL 03 JUST DESSERTS**

Things are looking up for Tony Chu, the cibopathic federal agent with the ability to get psychic impressions from the things he eats. He's got a girlfriend. He's got a partner he trusts. He even seems to be getting along with his jerk boss. But his ruthless ex-partner is still out there, operating outside of the law, intending to make good on his threats against Tony and everybody Tony cares about. It's just a matter of time before their investigations collide, blood spills and inevitably-body parts are eaten. Collects *Chew* #11-15. Scheduled to ship in December 2021.

DIA STK428273.....\$12.99

**DEADLY CLASS TP VOL 03 THE SNAKE PIT**

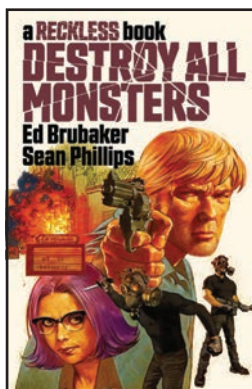
When homeless orphan Marcus Lopez was asked to join a shadowy school specializing in training the next generation of the world's deadliest assassins, he figured he had nothing left to lose. He was wrong. Now, Marcus and his one-time lover Maria are thrown to the wolves when a Mexican Cartel, the family of a classmate they were forced to kill, comes gunning for revenge. The true costs of the life he's chosen to live are only just dawning on Marcus. Incapable of staving off the ravages of love, life, and death, he plunges headfirst into a black pit of drugs, sex, and self-destruction. And just when things seemingly can't get any worse, Finals Season descends on the school. And in this world final exams can be murder! Scheduled to ship in December 2021.

DIA STK681195.....\$14.99

**DESCENDER TP VOL 04
ORBITAL MECHANICS**

Tim-21, Telsa, and Quon finally escape the Machine Moon and head out on a quest to find the ancient robot who may hold the key to the Harvesters. Meanwhile Andy and his ragtag team close in on Tim, but their fragile alliance is shattered by Driller's revelations. A new chapter of the heartfelt sci-fi epic by superstar creators Jeff Lemire & Dustin Nguyen begins here. Collects *Descender* #17-21. Scheduled to ship in December 2021.

DIA STL038310\$16.99

**DESTROY ALL MONSTERS HC
A RECKLESS BOOK**

The next book in the red-hot *Reckless* series is here! Bestselling crime noir masters Ed Brubaker and Sean Phillips bring us a new original graphic novel starring troublemaker-for-hire Ethan Reckless. It's 1988, and Ethan has been hired for his strangest case yet: finding the secrets of a Los Angeles real estate mogul. How hard could that be, right? But what starts as a deep dive into the life of a stranger will soon take a deadly turn, and Ethan will risk everything that still matters to him. Scheduled to ship in December 2021.

DIA STL189793\$24.99

FIRE POWER BY KIRKMAN & SAMNEE TP VOL 04

Scheduled to ship in December 2021.

DIA STL201640\$16.99

**I HATE FAIRYLAND TP VOL 04**

What started as a normal, everyday, child-sucked-into-a-magical-land-to-fulfill-an-inane-quest has changed Fairyland forever. In the continuation of Skottie Young's saccharine fantasy-satire, Gertrude hands over the spotlight to Larry, Duncan Dragon, and some of Fairyland's other supporting cast, misfits, and forgotten threats. Collects *I Hate Fairyland* #16-20. Scheduled to ship in December 2021.

DIA STL074453\$16.99

**MIDDLEWEST TP BOOK 03**

Separated from Fox and in the clutches of a devious kidnapper and ruthless businessman, things look bleak for Abel. Writer Skottie Young (*I Hate Fairyland*, *Deadpool*) and artist Jorge Corona (*No. 1 With A Bullet*, *Feathers*) push Abel and his companions to their limits, as Abel's ability to control his chaotic nature could shape the future of the Midwest. Collects *Middlewest* #13-18. Scheduled to ship in December 2021.

DIA STL144034\$16.99

**MONSTRESS TP VOL 04**

Maika and Corvin make their way through a warped and lethal land in search of Kippa, who is faced with her own terrible monsters. But when Maika comes face-to-face with a stranger from her deep past, startling truths are uncovered, and at the center of it all lurks a dangerous conspiracy that threatens the Known World. Maika is finally close to getting all the answers she ever wanted, but at what price? With war on the horizon-a war no one wants to stop-whose side will Maika choose? Collects *Monstress* #19-24. Scheduled to ship in December 2021.

DIA STL128221\$16.99

**INVINCIBLE TP VOL 06
DIFFERENT WORLD**

Collecting the status quo altering storyline *A Different World* running from issues 25-30. Mark is brought to another planet in order to save it. Is he their only hope or the source of the worst disaster to ever befall them? Scheduled to ship in December 2021.

DIA STL053425\$16.99

**PAPER GIRLS TP VOL 06**

The End Is Here! After surviving adventures in their past, present and future, the Paper Girls of 1988 embark on one last journey, a five-part epic that includes the emotional double-sized series finale. Featuring a new wraparound cover from Eisner Award-winning co-creator Cliff Chiang, which can be combined with the covers of all five previous volumes to form one complete mega-image! Collects *Paper Girls* #26-30. Scheduled to ship in December 2021.

DIA STL120047\$14.99

RAT QUEENS TP VOL 04 HIGH FANTASIES

The Queens are back! Palisade is still a rat-infested hell hole, and Violet, Hannah, Dee, Betty, and the brand-new Queen, Braga are the only hope of saving it! It's been a long time since they've done a good slaughter, so join them as they get back to the basics of killing monsters and drinking away the profits! This is a fresh, hilarious new take on the *Rat Queens* with new artist Owen Gieni! Collects *Rat Queens*, Vol. 2 #1-5. Scheduled to ship in December 2021.

DIA STL055962\$14.99



MARVEL PRH

MARVEL-VERSE GN TP THOR

In Asgard, Midgard and all of the Marvel-Verse, no hero is mightier than Thor, God of Thunder and these are the tales that prove him worthy! Banished to Earth by his father Odin, Thor starts a new life, meeting fascinating people like Jane Foster and battling fearsome foes like Mr. Hyde! Then, as his friendship with Sif and the Warriors Three hangs in the balance of a mystical force, Thor must resist temptation to save his fellow Asgardians! After tragedy strikes, the Thunder God flies into combat against Frost Giants and the gargantuan Ymir! And what will happen when Odin puts feuding brothers Thor and Loki to the test? Scheduled to ship in December 2021.

DIA STL203448\$9.99



FEATURED ITEM



SAGA TP VOL 05

While Gwendolyn and Lying Cat risk everything to find a cure for The Will, Marko makes an uneasy alliance with Prince Robot IV to find their missing children, who are trapped on a strange world with terrifying new enemies. Collects *SAGA* #25-30. Scheduled to ship in December 2021.

DIA STK678606\$14.99



WALKING DEAD TP VOL 06 SORROWFUL LIFE

Trapped in a town surrounded by madmen Rick must find a way out or die trying. Meanwhile, back at the prison, the rest of the survivors come to grips with the fact Rick may be dead. A major turning point in the series is reached. Collects *The Walking Dead* #31-36. Scheduled to ship in December 2021.

DIA STK386730\$14.99



WICKED & DIVINE TP VOL 04 RISING ACTION

Every ninety years, twelve gods are reincarnated as young people. They are loved. They are hated. And sometimes - just sometimes - they fall into open Superstar wars. The fourth volume of the award-winning, best selling series from acclaimed creators Kieron Gillen, Jamie McKelvie and Matt Wilson is the most explosive yet. Collects *The Wicked + The Divine* #18-22. Scheduled to ship in December 2021.

DIA STL014939\$14.99

ONI PRESS

RICK & MORTY TP VOL 08

The hit comic book series based on Dan Harmon and Justin Roiland's hilarious [adult swim] animated show *Rick and Morty* continues in all-new stories not seen on TV! Catch up on the adventures of degenerate genius scientist Rick Sanchez as he drags his inherently timid grandson Morty Smith on dangerous adventures across the universe! This volume features Eisner-nominated writer Kyle Starks (*Sexcastle*) and series artist Marc Ellerby in collaboration with all-star talent like Tini Howard (*Rick and Morty: Pocket Like You Stole It*), Josh Trujillo (*Love is Love*), Rii Abrego (*Adventure Time*), and Sarah Stern (*Zodiac Starforce*). Witness the sheer depths of sadness in *A Jerry Bad Day!* Glory in the gothic vampire-killing madness of *Let the Rick One In!* See Rick turn into a bunch of different objects (it's not just pickles anymore, bro!) in *Battle Rickale!* All that and more in this collection of *Rick and Morty* comics! Collects issues #36-40. Scheduled to ship in December 2021.

DIA STL091940\$19.99



PUBLISHERS GROUP WEST

SPOTLIGHT ON



DIA STL189576

WORLD OF WARCRAFT GRIMOIRE OF SHADOWLANDS & BEYOND HC

What lies beyond the veil of death? Journey past this mortal coil and discover the secrets of the Shadowlands. Study the practices around death and dying on Azeroth, then follow a Broker through the groves of Ardenweald, over the gleaming towers of Bastion, and into the depths of the Maw for a detailed voyage unlike any other. Featuring gorgeous artwork never before glimpsed by mortal eyes, a stunning fold-out map, and secrets straight from the game team, Blizzard Entertainment historian Sean Copeland teams up with *World of Warcraft's* Lead Narrative Designer, Steve Danuser, to open the vaults of hidden knowledge for all curious souls. Scheduled to ship in December 2021.

.....\$25.00



GRAPHIC NOVELS

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RANDOM HOUSE

**ATTACK ON TITAN OMNIBUS TP VOL 01 VOL 1-3**

It's never been easier to attack *Attack on Titan* than with these new, giant-sized 3-in-1 omnibus editions! If you've been waiting for the final anime season to check out the do-or-die shonen adventure that defined a decade, now's your chance. These new books tuck almost 600 pages of manga behind a specially-embossed cover, all in a larger size than the regular version. Includes volumes 1-3 of *Attack on Titan*. Scheduled to ship in December 2021.

DIA STL197560\$19.99

SCHOLASTIC

SPOTLIGHT ON

**MS MARVEL STRETCHED THIN GN**

An original middle-grade graphic novel starring breakout character (and New Jersey's own) Ms. Marvel! Kamala Khan (a.k.a. Ms. Marvel) is stretched too thin-literally. She's having a hard time balancing schoolwork with being a good friend, being there for her family, becoming the best fanfic writer this side of the Hudson River... and, you know, becoming a super-hero. She's tired and just barely keeping control, but she's handling it. Totally. But when a mysterious robot tries to infiltrate Avengers Tower, it'll be up to Ms. Marvel to (again, literally) pull herself together, learn to ask for help, and fix the mess she's made before anyone gets hurt! Available in softcover and hardcover editions. Scheduled to ship in December 2021.

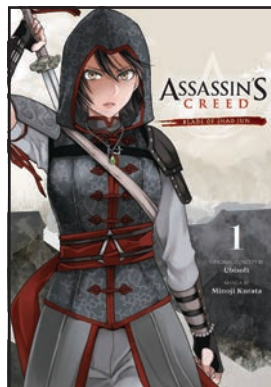
DIA STL196418\$12.99

**SPIDER HAM GREAT POWER NO RESPONSIBILITY GN**

Peter Porker, the Spectacular Spider-Ham (and breakout character from Into the Spider-Verse), arrives in this all-new, original graphic novel for younger readers! Experience a laugh-out-loud day in the life of Spider-Ham! After long being derided by the citizens of New York, Spider-Ham has finally been recognized for his outsized contribution to the city's safety, and receives the key to the city from none other than the mayor (and, being a cartoon universe, the key actually unlocks New York City's political and financial institutions). Sure, it's just a publicity stunt for the beleaguered mayor-and yeah, maybe every single other super hero was busy that day-but an award is an award! Scheduled to ship in December 2021.

DIA STL196436\$8.99

VIZ

**ASSASSINS CREED BLADE OF SHAO JUN GN VOL 01**

526 CE China is ruled by the Great Ming Empire. Though the empire flourishes, the winds of the new Emperor's political purge are sweeping over the land, and turmoil is brewing. With the decimation of her comrades, Shao Jun has become China's last Assassin. A gripping, original manga adaptation of *Assassin's Creed Chronicles: China* that adds details and scenes not seen in the original game! Scheduled to ship in December 2021.

DIA STL175947\$14.99

DEMON SLAYER KIMETSU NO YAIBA STORIES WATER & FLAME GN

Scheduled to ship in December 2021.

DIA STL204922\$9.99

POKÉMON JOURNEYS SERIES GN VOL 02

Scheduled to ship in December 2021.

DIA STL204995\$9.99

POKÉMON JOURNEYS SERIES GN VOL 01

Ash is back and more determined than ever to be the ultimate Pokémon Master! Now he's teamed up with a new friend, Goh, who wants to collect every Pokémon from every region! For all ages. Scheduled to ship in December 2021.

DIA STL204596\$9.99

POKÉMON POCKET COMICS SUN & MOON GN

Scheduled to ship in December 2021.

DIA STL204597\$10.99

**YU-GI-OH 3IN1 TP VOL 07**

Yugi fights Pandora, a duelist who uses one of Yugi's own favorite cards, the Dark Magician! But can Yugi duel while chained to the path of a roaring buzzsaw? Meanwhile, Jonouchi fights an old enemy, Insector Haga, but his deck has been infected with Haga's parasitic insects! Next, the second of the Egyptian God Cards is unleashed! Using one of his brainwashed pawns to fight for him, the mysterious Marik traps Yugi in a deadly cage match against one of the most powerful cards in the world. And more duels rage around Battle City as fish monsters, sea serpents and dark beasts are unleashed from their decks! For teen audiences. Scheduled to ship in December 2021.

DIA STL012868\$14.99

YEN PRESS

DELICIOUS IN DUNGEON VOLUME 01 TP

When young adventurer Laios and his company are attacked and soundly thrashed by a dragon deep in a dungeon, the party loses all its money and provisions. They're eager to get right back to it, but there's just one problem: if they set out with no food or coin to speak of, they're sure to eat it on the way! But Laios comes up with a brilliant idea: "Let's eat the monsters!" Slimes, basilisks, mimics, and even dragons... none are safe from the appetites of these dungeon-crawling gourmands! Scheduled to ship in December 2021.

DIA STL040805\$15.00

**FINAL FANTASY LOST STRANGER GN VOL 03**

After being captured by the Magus Sisters, things are looking bleak for Shogo and his party of adventurers. Cindy's very interested in his 'Libra' ability, and she'll stop at nothing to have it for herself. Scheduled to ship in December 2021.

DIA STL122253\$13.00

**IS WRONG PICK UP GIRLS DUNGEON FAMILIA LYU GN VOL 02 MANGA**

Lyu's high-stakes betting game at the Casino continues! With an invitation to the guarded V.I.P. room obtained and Anna in her sights, will Lyu manage to pull off this gamble...? Scheduled to ship in December 2021.

DIA STL104740\$13.00

**SWORD ART ONLINE HOLLOW REALIZATION GN VOL 01**

Three years after the Sword Art Online incident, Kirito dives into a revamped Aincrad (now known as Ainground) in the new VRMMO *Sword Art: Origin*. As he progresses through the game with old friends and new, he meets a mysterious girl. Scheduled to ship in December 2021.

DIA STL094585\$13.00

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MACHI KORO

MORE THAN THE SUM OF ITS DICE



MACHI KORO: 5TH ANNIVERSARY EDITION

PAN 201821.. \$29.95 | Available Now!

MACHI KORO 2

PAN 202113.... \$29.95 | Available Now!

MACHI KORO: LEGACY

PAN 201904.. \$49.95 | Available Now!

Back in 2012, a new game in a charming compact box found its way to game store shelves in Japan. Little did the designer know that it would take the board gaming world by storm. *Machi Koro* was quickly signed with foreign publishers to create new versions in various languages. Pandasaurus Games released their first version, originally co-published with IDW Games, just a couple years later.

What was so special about this game? There was something about the combination of easy-to-learn rules (roll dice, activate cards with the same number) and frenetic gameplay (gain money even on other players' turns, race to build the best city) that really clicked with players. The cheery illustrations certainly helped draw people in too! But players were also faced with interesting decisions that had them coming back to the table again and again.

In 2015, *Machi Koro* had found success across the globe. That year, it received prizes and nominations for "game of the year" in several different countries, including the renowned *Spiel des Jahres* and *As d'Or* awards. The *Machi Koro* craze was everywhere.

And for us at Pandasaurus, that craze wasn't nearly over. After five great years of the original game, we gave the whole product a makeover, including new features that fans had requested or that we thought the game deserved. First and foremost, this new version received all new graphic design on the cards and rulebook, making the learning and playing experience that much better. The components also received upgrades. The two dice got bigger and



chunkier, making die rolls more satisfying and easier for all players to see. The cardboard coins also turned into plastic coins. As making and spending coins is one of the main themes of the game, we wanted them to be the stars of the show! The box also got an improvement, with swanky gold foil added to the logo, making sure it stood out on shelves.

That same year, we also released *Machi Koro Legacy* for fans who had been enjoying the original *Machi Koro*, but wanted more content. This game leads players on a 10-game campaign with new





elements added before each game. Stickers, cards, surprises — but no destroyed components — make for an accessible and family-friendly Legacy experience. Ultimately, after players finish all 10 games, they're left with a completely replayable game full of the memories they made together during the campaign.



After so many iterations and upgrades, what else could *Machi Koro* have in store for players? Designer Masao Suganuma took the gameplay to new heights with a completely new standalone game in *Machi Koro 2*. We also kept the same upgrades that its predecessor received — clear graphic design, chunky dice, and plastic coins. However, gameplay has also been tweaked with some significant changes that make it feel and play differently than the original.

The primary change happens during setup. Now cards are separated into three different decks: Buildings numbered 1-6, Buildings numbered 7-12, and Landmark cards. Players will deal out a row of cards from each deck until there are five unique cards shown in each row, with duplicates revealed stacked on top of each other. This creates a varied market of cards each and every game, causing players to try new strategies depending on the cards available.

Before beginning the game, players will use their starting money to buy cards from the market, further letting them explore play styles unique to them!

Landmarks also work differently, notably in that there are 20 different cards to choose from! Instead of each player receiving the same three Landmarks and racing to build them, players will be able to choose specific Landmarks with different effects that align with their strategies. However, this means that Landmarks can be built in any order, so each card has three different costs shown on them. Landmarks will increase in cost depending on whether it's the first, second, or final Landmark that a player has built.



It's so nice to look back on the life of *Machi Koro*, which is still thriving and reaching new players across the world. All the upgrades, expansions, and new versions would not be possible without continued support from players. We consistently hear stories about how *Machi Koro* brought people into the hobby, and we hope it continues to do so for many more years to come!



A BIG P FISTER YEAR FOR



BOONLAKE

With a group of pioneers, you have left civilization behind to settle along the shores of Boonlake, a long-forgotten region inhabited by humans long ago. This unexplored area beckons you! Become part of a new community and commit yourself to the common good. Explore the landscapes, build houses and settlements, raise cattle, produce raw materials, and develop your infrastructure. Do your best to automate these processes. Seize the opportunity to make the best of your new life in Boonlake.

Boonlake (CSG BOON101, \$69.95) is the next expert game by Alexander Pfister where you are finding yourself improving your life, and your group's life in this new territory... but how you accomplish this is completely up to you! This 1-4 player game plays in about 120 minutes at ages 14+. Explore the landscape, build houses and settlements, raise cattle, and develop an infrastructure in your new life at Boonlake! Consider your actions, because your opponents will also benefit from the action you choose! The action then determines how far you can move your ship along the lake.



The players in *Boonlake* are the leaders of this new settlement. They will be competing against each other to find the best way to improve their new life by securing the best spots to live, finding enough food to feed their families, and eventually construct their own infrastructures.

Each game of *Boonlake* progresses differently; you will need to choose which path they're going to commit to. Will you focus on expansion? Or maybe you contribute to creating an infrastructure? Or possibly pursue your own agenda? Carefully consider what you choose, as each action benefits everybody else...

MARACAIBO: THE UPRISING

You stand at the rail and gaze at the horizon, where a tired sun sinks beneath the waves. Your navigator's course was true — the island you hope to reach by nightfall comes into view dead ahead.

A little while later, after heaving the anchor overboard, you carefully row the longboat to shore. Eerie animal noises ring out from the dark and foreboding jungle — not exactly an inviting spot, but a perfect hiding place.

The wooden crate in the thicket looks untouched. You open the massive metal lock with your key, revealing the treasures within — treasures you've secreted here over time. Tomorrow, you will bring a few of them on board to sell in the next city.

The next day, after having disposed of the goods, you are relaxing in a local tavern after a good meal when you hear yells and shouts from outside. Some sort of commotion has broken out. Investigating, you see that dozens of Indigenous people have risen up against the European oppressors, taking up arms and talking freedom. Now comes a choice: sail away and pretend you saw nothing ... or enter the fray and help bring an end to the injustice?

Storms are brewing... where will your sails take you?

The first big expansion of *Maracaibo* (CSG MCBO201, \$49.95) features several modules and scenarios where you can choose to fight the European nations in both competitive and cooperative modes. Other elements are asymmetrical player abilities, new optional stories and legacy tiles as well as new project cards. Solo fans will encounter a new rival, Jacque!

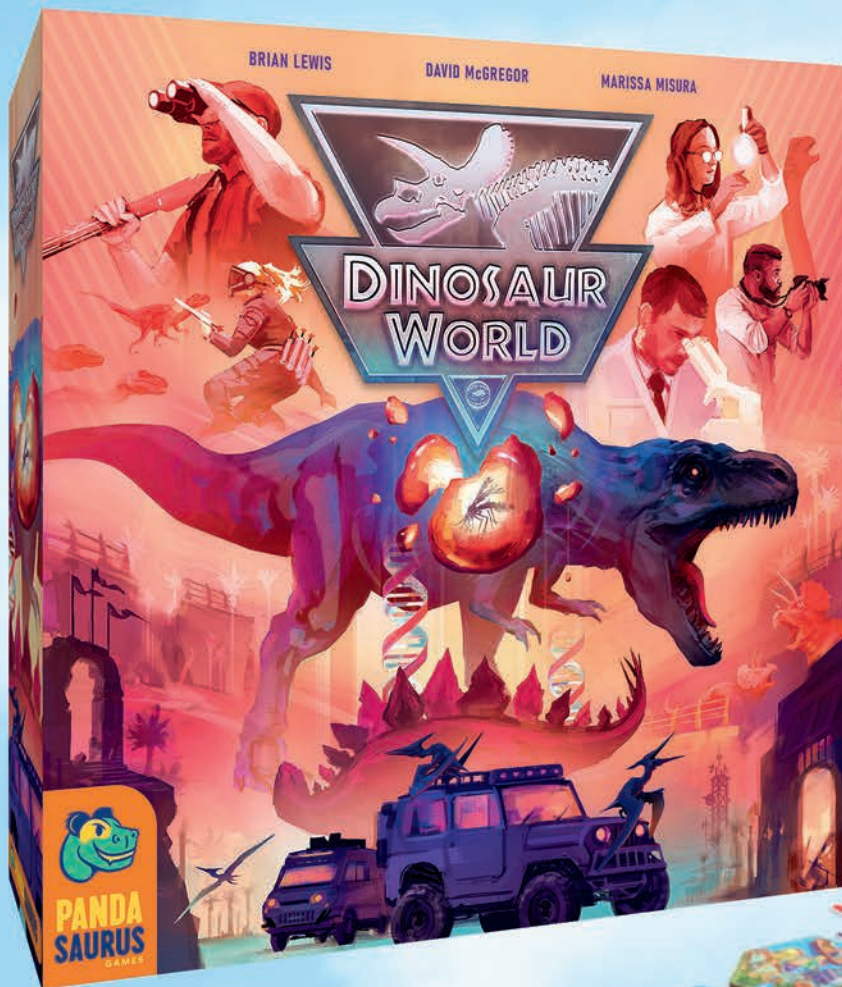


5 new modules introduce new concepts to *Maracaibo*! This includes a new campaign as well as 4 new scenarios. Choose to support the uprising, drive out the European nations, rescue Freedom Fighter, Luysa, and more in the big expansion for *Maracaibo*.

AVAILABILITY

Boonlake and *Maracaibo: The Uprising* will be available this Holiday season! *Boonlake* will be available in November and *Maracaibo: The Uprising* will be available this December.

...



! NEW RELEASE

Sink your teeth into this sequel to Dinosaur Island!

Now that Dinosaur cloning is public knowledge, new parks spring up regularly. There's no shortage of patrons eager to be entertained by extinct behemoths! In Dinosaur World, your goal is to build the most exciting, innovative, and lucrative park you can! You might face some visitor deaths along the way, but it's okay as long as your park is "safer" than the competitions!



\$60



60+



2-4



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PANDASAURUS GAMES

IT'S TIME TO DU-DU-DU-DU-DU-DU-DUAL!

ARCANE TWINMEN

Yu-Gi-Oh! players we're talking to you, as well as anyone who plays card games with smaller, "Japanese" size cards. For years, we at *Dragon Shield* have been working to improve our Japanese card game accessory line by expanding the color choices, artworks available, and textures. Our Millennium Ring has guided us toward your cries and our Millennium Eye has seen your demands and in the year of our Egyptian God Cards 2021, we are proud to release the latest in trading card sleeve technology to make your next duel even better.

INTRODUCING A NEW VARIANT FOR DUELS: DUAL

Earlier this year, *Dragon Shield* released the first five colors of our newest sleeve innovation with the Snow, Lightning, Eucalyptus, Lagoon, and Orchid Dual Sleeves. The *Dual Sleeve* line is unique in that the interior of the sleeve is black instead of the traditional white.

Usually, sleeves are welded with a slightly translucent white interior that makes perfect opacity impossible when using light-colored sleeves. Have you ever sleeved up a deck of pink or orange sleeves and noticed that you can see the back of your cards? Yeah, that can be a problem in high level tournament play (it isn't always, so check with your head judge before your next event).

Translucent sleeves may allow the user to see slight markings or damage on the back of their cards, providing the user with additional knowledge and making it easier to cheat. This is one of the reasons why matte black and other dark color sleeves remain so popular across the world: There is zero chance of seeing the back of a card and being accused of cheating.

One of the joys of sleeving up a new deck in *Dragon Shield*, however, is experiencing a new color for the first time. We have over twenty-five unique, bright and beautiful colors, plus art sleeves,



brushed variations, and more, for our customers to use to better express themselves and their decks. Limiting your choices to the darkest of our colors has never been our intention. With Dual sleeves and the black interior replacing the white, you no longer have to.

Dual sleeves offer that elusive perfect opacity we mentioned earlier. You will never see a card back while using one of our Dual sleeves, even if you choose Snow (a version of white) or Lightning (a version of yellow). That means you will never have to worry about accusations of cheating and you will get to use bright colors at your next event.

Dual sleeves. It's like we have found the final piece of the Millennium Puzzle and clicked it into place, releasing the spirit of a long-dead pharaoh who now haunts us, our friends, and has the hots for our romantic partners. Can you say, #winning?

But that's not all!





YOU'VE ACTIVATED OUR TRAP CARD!

Recently, Konami, the publishers of the *Yu-Gi-Oh!* trading card game, announced a rule update that will change the landscape of competitive sleeving forever. (That's a competition. We... we're sure it is. And if it isn't, it ought to be).

The new rule change allows players to use clear outer sleeves over their smaller sleeves for extra protection. This practice is called Double Sleeving and it provides double the protection of a regular sleeve. Many players take this one step further and introduce a *third* sleeve — usually a Perfect Fit — for triple the protection.

That's a lot of protection.



Dragon Shield already has a full line of Japanese-size *Perfect Fit* sleeves, including our toploading clear and sealable clear. *Perfect Fit* sleeves are designed to fit inside of regular Japanese size sleeves and to hug each card just a little bit closer. *Sealable Perfect Fits* even keep water out and provide full four-edge protection thanks to the little snip you tuck in behind the card. When you combine a *Perfect Fit* with a regular Japanese *Dragon Shield* sleeve, you have perfection.

Almost.

There's still the option to over-sleeve. Previously, players have had to use second-best options like a standard size sleeve over their Japanese size sleeve. Not a bad solution, especially if you love some of the art that's on our standard size sleeves and want to show that off on your *Yu-Gi-Oh!* decks. But we've recently released the perfect

Outer Sleeve for Japanese size cards, and we promise that's a better fit than any other solution you might have been able to come up with. Now that's how you get Max DEF.



If you haven't tried double sleeving yet, we hope you have a Change of Heart (wink wink) and give it a try. Now. Today. And make sure you pick up our new Japanese Dual sleeves when they release on this Fall.



Go on, we mean it — summon Your Card Protection with *Dragon Shield Dual* sleeves and double sleeving!

...

Ian Spiegel-Blum grew up on a steady diet of Saturday morning *Yu-Gi-Oh!*, *Friday Night Magic*, and *Sunday Game Days*. He is the writer and art director for *Dragon Shield*.

A NEW TAKE ON THE MURDER MYSTERY, INTRODUCING

CRIMES & CAPERS

A COOPERATIVE MYSTERY PUZZLE GAME



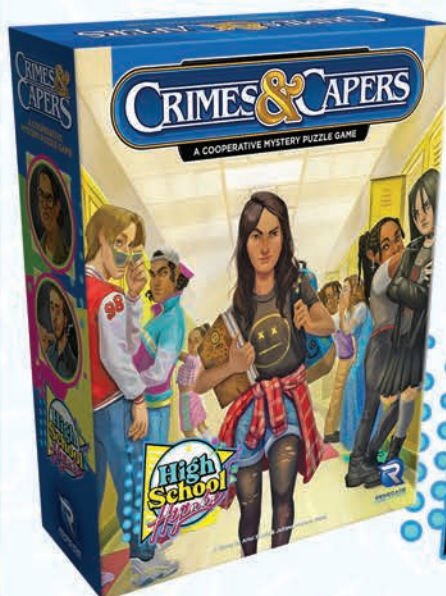
CRIMES & CAPERS: HIGH SCHOOL HIJINKS

RGS 02234 \$35.00 | Available Now!

Who here loves a mystery? *Crimes & Capers*, a new game line from veteran mystery and escape game designers Juliana Moreno Patel and Ariel Rubin is betting that a lot of you do! Available now from Renegade Game Studios, *High School Hijinks* and *Lady Leona's Last Wishes* provide a fresh take on the classic murder-mystery dinner party experience.

The classic experience tends to follow an established template. Players are assigned a role and given a script, and one player is assigned the role of the killer. *Crimes & Capers* does away with this, putting all players on equal footing in a fully-cooperative game that uses a variety of puzzles as well as information given to each character to lead the group to the solution to open the locked container.

The fully-cooperative nature of *Crimes & Capers* ensures that no player is put in the potentially awkward position of having to lie to the rest of the group as the guilty party. Players are able to roleplay their characters to whatever extent they desire, and the puzzles are designed to facilitate the entire group working together just as easily as the players separating into groups to work on them. Either way, you'll need to be on your game and work together to advance!



In *Crimes & Capers High School Hijinks*, it's 1998 and Blair High School's infamous student fixer Romi has been framed. As the senior class leaders of the various school cliques, it's up to the players to clear her name and prevent her expulsion! Solving puzzles and using what's in their day-glo binders, the players will need to get inside Romi's locker in order to solve the mystery and claim victory!

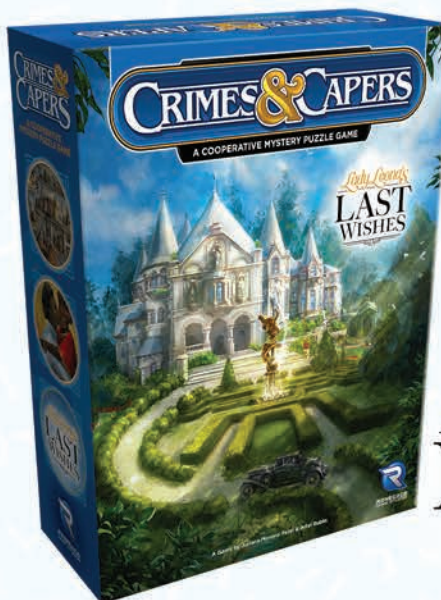
Meanwhile, in 1919, it's a somber day at the Langford Estate. Lady Leona, the dour clan matriarch, has passed away. Everyone is gathered to find out how her estate will be divided, but there's one problem, it's currently locked away! Even in death Lady Leona has found a way to make things difficult.

In each game, players take on an assigned role and must work cooperatively to solve puzzles and combine their own knowledge with

CRIMES & CAPERS: LADY LEONA'S LAST WISHES

RGS 02235 \$35.00 | Available Now!

that of the other players. Doing this will allow the group to answer three questions, the answers to which will allow them to open a locked container (Romi's locker for example). Once they've accomplished that, they'll combine the new information presented within with the information they have gathered from each other to solve the overarching mystery.



Lady Leona's
LAST WISHES

To enhance the experience and help groups that run into trouble with the puzzles, Renegade has established a dedicated site, www.crimesandcapers.com. There, hosts can send email invites to players (complete with wardrobe suggestions), find thematic Spotify playlists for the evening's festivities, and find a series of hints for each puzzle. There's even a tool available to check the group's progress on unlocking the objective. In addition to the mini site, in order to accommodate fun in this era of social distancing, each copy of *Crimes & Capers* contains a code to unlock the necessary content for groups to play remotely. After you've solved the mystery, use the provided online reassembly guides to prepare the game for another play.

If you've completed both of these first two mysteries, or if the red carpet is more your style, keep an eye out for *Crimes & Capers: And the Winner is... DEAD*, coming early 2022! America's popstar sweetheart is dead on the evening of the Grammys. Can you solve the mystery and find the killer?

Whether you play the basketball-playing jock Amy, or Lady Leona's second cousin twice removed Sebastian, or one of the many other iconic characters, you'll need your wits about you to solve the mystery in *Crimes & Capers*!

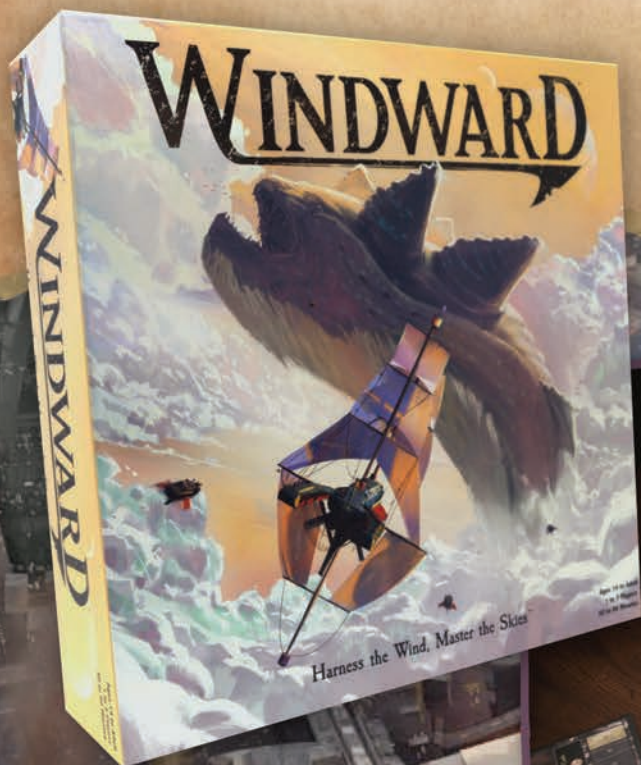
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Matt Holland is a husband, father, gamer, industry veteran and Star Wars nerd based in Minneapolis, Minnesota. Catch up with him at [@pbpanchomatt](https://twitter.com/pbpanchomatt) on Twitter.



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- Master the skies by harnessing the power of the ever-changing winds to outmaneuver your opponents!



Ravensburger

HALLOWEEN GAMING GUIDE

Halloween is one of the best times of the year. The air is chilly, candy abounds, and everyone gets to wear their favorite costumes. It's also the perfect time to get together and play a round of spooky board games!

Ravensburger has plenty of options that pair perfectly with your Halloween game night theme — featuring witches, villains, aliens, and more!

DISNEY HOCUS POCUS: THE GAME



There is nothing more classic for the spooky season than witches — and few magical trios are more beloved than the Sanderson sisters from the Disney film *Hocus Pocus*!

In *Disney Hocus Pocus: The Game*, Winifred, Mary, and Sarah Sanderson are hard at work brewing their wicked potion. Players work together to stop the Sanderson sisters and protect Salem's children! To win the game, you must stun the witches three times before the sun rises by using ingredients like purple Newt Saliva or blue Oil of Boil to ruin their potion. Binx the cat and tricks will help you win, but you'll need to beware the witches' spells!

Disney Hocus Pocus: The Game plays in 30 minutes and is great for two to six players.

DISNEY VILLAINOUS

This Halloween game night, take your Disney costume theme to a new level with *Disney Villainous* (RVN 60001739)!

In *Disney Villainous* games, players get to take on the role of iconic Disney Villains like Cruella, Gaston, Maleficent, Scar, and The Evil Queen. Each Villain has a unique and specific goal that players must reach while strategizing to block their opponents from reaching their own. The first Villain who completes their objective wins.

Games in the *Disney Villainous* line include *The Worst Takes It All*, *Evil Comes Prepared* (RVN 60001837), *Wicked to the Core* (RVN 60001796), *Perfectly Wretched* (RVN 60001866), and *Despicable Plots* (RVN 60001913).



Players can choose between 18 different Disney Villains that can be mixed and matched for up to a six-player game!

MARVEL VILLAINOUS



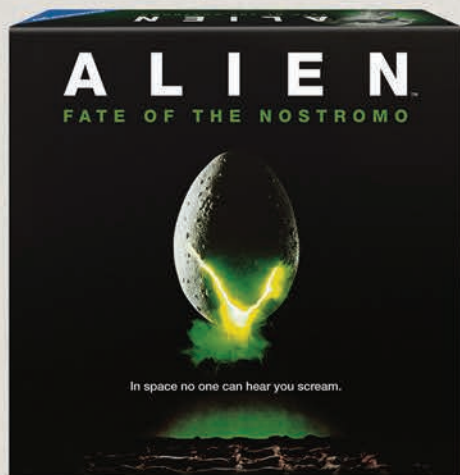
Comic book fans have long loved the Villains in the Marvel Universe because of their unique backgrounds, powers, and intertwining storylines. And Halloween has always been the perfect night to dress up as one of them, take on their personality, and feel just as powerful for one night.

Now, tabletop gamers can enter the Marvel Universe as one of its iconic Villains! In *Marvel Villainous*, players step into the role of Villains such as Thanos, Hela, Taskmaster, Ultron, Killmonger, M.O.D.O.K., Madame Masque, and Loki. Each Villain has a unique, storyline-based objective that they must reach in order to win. However, they must watch out for Fate cards, as their opponents can wield these to thwart their sinister plans.

Games in the *Marvel Villainous* line include *Infinite Power* (RVN 60001871) and *Mischief & Malice* (RVN 60001912) for a total of

eight different Villains, which can be combined to support up to a four-player game.

ALIEN: FATE OF THE NOSTROMO

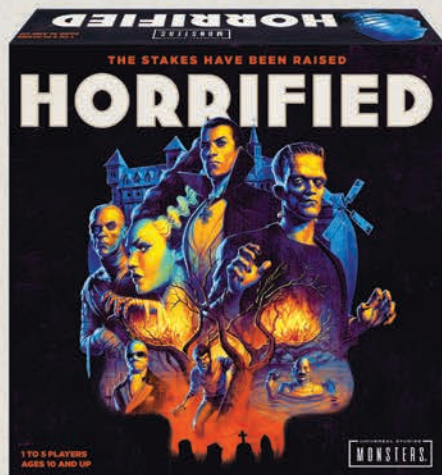


Alien, the 1979 classic thriller is without a doubt a great movie to up the creepy factor during Halloween. Now, players can experience the tension of the film as the Alien stalks them through the corridors of the Nostromo starship — on a gameboard!

In *Alien: Fate of the Nostromo* (RVN 60001932), players need to work together as they move through the ship, gather supplies, and craft items. They'll need tread lightly — a deadly, hostile Alien stalks the crew members' every move! To win, crew members must complete their starting objectives and one of five final missions. They must work quickly as they lose if their morale loses zero, or if the Nostromo self-destructs. For a more challenging game, you can add Science Officer Ash!

This cooperative, immersive board game is highly replayable because of its variety of objectives and final missions, and the thematic artwork is sure to impress fans of the original film. *Alien: Fate of the Nostromo* plays in an hour and supports up to five players.

HORRIFIED: UNIVERSAL MONSTERS

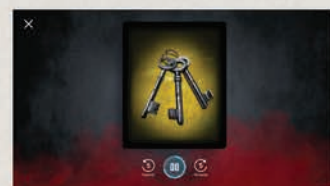
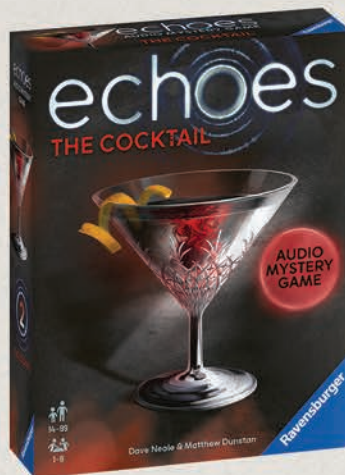


Classic horror films will always hold a special place in our hearts — the Universal Monsters featured are building blocks of our Halloween holiday season. *Horrified: Universal Monsters* (RVN 60001836) takes monsters, such as Frankenstein, Dracula, The Invisible Man, and more to the tabletop!

In this cooperative board game, players work together against monsters that have descended upon the village to wreak havoc, hunt heroes, and terrorize villagers. You'll need to strategize to defeat the monsters before the town is destroyed! *Horrified: Universal Monsters* features high-quality, sculpted miniatures for each hero, and its scalable difficulty makes it highly replayable. Plus, you'll need to use different strategies and tactics to defeat each monster!

Horrified: Universal Monsters plays in an hour and supports one to five players.

ECHOES

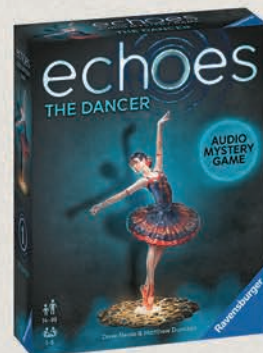


One of the best parts of Halloween is sitting with a group of friends, telling creepy stories around a campfire. Now, Ravensburger brings a new way to experience mysterious stories with *echoes*!

echoes is a new, highly immersive audio mystery game series where players use a deck of illustrated cards and spine-tingling sound clues to complete a story and solve a mystery. In addition to the cards, players use a free companion app to scan cards and play the audio clues associated with each illustration. When each chapter is pieced together successfully, players can put the completed tale in order and solve the mystery!

In *echoes: The Cocktail* (RVN 20815), the underworld meets to concoct their sinister plans under the dim lights of a New York speakeasy. Players will listen to the conversations at the bar and see if they can solve the mystery of the infamous mob boss "Cruel Steve." In *echoes: The Dancer* (RVN 20813), the ghost of a young girl haunts the halls of a stately Scottish manor. Players will gather clues as they listen to the fragments of her tragic story and solve the mystery of her death.

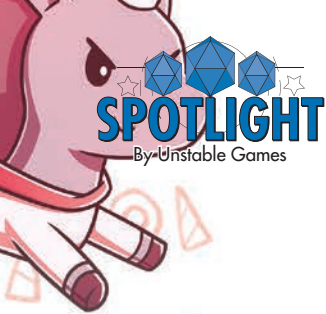
These audio mystery games play in an hour and support up to six players.



HAVE A WINNING HALLOWEEN!

Whether your favorite Halloween pastime includes witches, villains, classic monsters, scary stories, or aliens, we are confident that you'll be able to have a wonderfully creepy Halloween game night with these Ravensburger titles — now available at your favorite local game store!





UNSTABLE UNICORNS™

FOR KIDS



INTRODUCTION

TET 6063-UU-BSG1 \$15.00 | AVAILABLE OCTOBER 2021

Introduce younger players to a magical world of unicorns and strategy games with *Unstable Unicorns for Kids*!

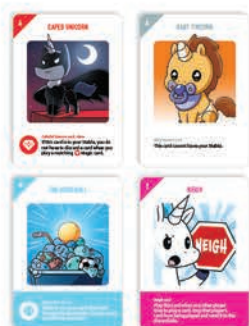
Our team has designed all-new artwork, cards, and characters to delight our littlest gamers while remaining fun and engaging for parents. *Unstable Unicorns for Kids* features eight Colorful Unicorn card themes, including Hero, Animal, Princess, Space, Sports, Goofy, Rainbow, and Fantasy. With cards like Sock Puppet Unicorn, Astronaut Unicorn, and Mermaid Princess Unicorn, the game has a unique unicorn (a uniquecorn, if you will) for everyone!

In this game, you cast magic spells and collect a Stable full of Unicorns. *Unstable Unicorns for Kids* is for 2-6 players, ages 6+, and the duration of one game is 15-45 minutes.

While the cards may be all new, the rules and gameplay are similar to the same *Unstable Unicorns* that you know and love. Never played UU before? Don't worry! You and the kiddos will catch on quickly, and you do NOT need experience with the *Unstable Unicorns* base game or expansion packs to play *Unstable Unicorns for Kids*. (But you just might be tempted to try them out after playing this one!)



One of the biggest differences between *Unstable Unicorns* and *Unstable Unicorns for Kids* is the increased accessibility for a younger audience. Each of the eight Colorful Unicorn card categories has both a symbol and color. This means that kids don't need to be able to read full sentences to play once they understand the rules. Additionally, the inclusion of both a symbol and color for each category makes the game friendly to colorblind players.



Now let's get to the game. The goal is to be the first person to collect 7 Unicorns in your Stable. The game comes with a charming Unstable Unicorns for Kids box, which includes 32 Colorful Unicorn cards, 8 Baby Unicorn cards, 32 Magic cards, and 8 Neigh cards.

HOW TO START

To start the game, you separate the Baby Unicorn cards from the rest of the cards and set them aside. Then, you shuffle the black-backed cards together and deal five of them to each player. The remaining black-backed cards go facedown in the center of the table to form the deck. Leave space to the side of the deck for the discard pile, where you will place cards that have been destroyed or discarded throughout the game.

Next, each player chooses one of the Baby Unicorn cards, which come in a rainbow of colors. Place your Baby Unicorn card in your Stable, which is the play area in front of you where you collect Unicorn cards. The remaining Baby Unicorn cards go back in the box.

HOW TO PLAY

Now you're ready to take turns! The youngest player goes first, and players take turns going around the table in a circle. After your turn, gameplay proceeds to your left.

Each turn has 2 phases. During Phase 1, you draw a card from the black-backed deck. During Phase 2, you have three options: play a Unicorn card from your hand, play a Magic card from your hand, or draw another card from the deck.

If the deck runs out of cards at any point, you will shuffle the discard pile and place it facedown in the center of the table to make your new deck.

TYPES OF CARDS

Let's dive deeper into the types of cards featured in the game. Unicorn cards have a horn symbol in the top left corner.

After you play a Unicorn card, it stays in your Stable unless it is destroyed, taken, or traded. There are 2 different types of Unicorn cards: Baby Unicorn cards and Colorful Unicorn cards. Baby Unicorn cards have a gray corner, and each player starts with one Baby Unicorn card. Baby Unicorn cards can never leave your Stable. Colorful Unicorn cards feature 1 of 8 colors and a color-specific symbol in the bottom left corner. You may come across Class Clown Unicorn, Fairy Princess Unicorn, Basketball Unicorn, or even Lil' Rainbow Kittencorn! Colorful Unicorn cards can be paired with Magic cards that have a matching symbol to cast powerful spells.

Magic cards have a star symbol in the top left corner, and 1 of 8 colors and symbols that match the Colorful Unicorn cards. Expect to find cards like Dragon Training, Fetch, and the mysterious Mystic Powers! Each type of Magic card has a special effect that will allow you to do things like trade hands

with another player or swap Unicorn cards. For example, if you play the Dragon Training card, you discard a card, and then switch a Colorful Unicorn card in your Stable with a Colorful Unicorn card in another player's Stable. If you play the Dress-Up Box card, you discard a card, and then add the top 2 cards of the deck to your hand. Each Magic card requires you to discard a different card from your hand in order to use its effect. If you have a Unicorn card in your Stable with a matching symbol, though, you may play the Magic card from your hand without discarding another card. After you play a Magic card, you move it to the discard pile.

Last but not least are the Neigh cards, which have an exclamation point symbol in the pink top left corner. You may play a Neigh card to stop another player from playing any card. This is the only type of card that can be played during another player's turn, and you can even use a Neigh card to stop another Neigh card!

END OF THE GAME

You will continue taking turns until one player collects 7 Unicorns in their Stable to win the game!

What is Unstable Games? We launched our first game, Unstable Unicorns, in 2017, and have been obsessed with making games ever since. All of our games are created by a team of in-house game developers and artists who pride themselves on making games that walk the line between adorable and diabolical. Keep an eye out for jokes and Easter eggs as you play, and you may find some delightful details.

While our games can be brutal and vicious, we actually create them to bring people together. After all, the strongest friendships begin with good old-fashioned power struggles during game night. Our games are created to be accessible and easy to learn for new players, but complex enough to keep seasoned veterans intrigued for years to come.



UNSTABLE UNICORNS FOR KIDS WILL BE
AVAILABLE FOR PURCHASE OCTOBER 2021!

SPACE BASE

THE SAGA CONTINUES...

SPACE BASE

AEG 7032 \$44.99 | Available Now!

Space Base continues to capture new players with its exciting and engaging dice-rolling gameplay. In *Space Base*, you are the commodore of a bustling space base, with new ships coming in and out regularly, bringing commerce and growth to your area of space. You are working to be the most effective commodore, but the work of your opponents can help you as well, as *Space Base* features unique engagement on every turn.

In *Space Base* you begin with twelve basic ships in twelve sectors. On your turn you roll two dice, and activate sectors based on the roll. You can either activate two sectors, one for each die, or a single sector with the value of both dice combined. So for instance if you roll a 4 and a 6, you could gain the benefits of sector 4 and 6, or of sector 10. This creates instant strategic decisions, as you may choose to focus on lower values that will occur more often, or higher values that occur less frequently. But as you may suspect, those higher values also have greater rewards.

After rolling and collecting rewards, you can visit the market and purchase an upgraded ship. These tell you which sector they enter, so if you buy a ship with sector 2 indicated on the card, it will be placed in sector 2. The card that's already in sector two is flipped upside down and the new card is placed atop it, leaving a red area exposed of the prior card. These red areas provide benefits on other players' turns! So each time another player rolls a 2, you get to collect your benefit in red on sector 2. These off-turn benefits increase the more sectors you improve, and they are cumulative, so if you buy new ships for a sector three times, all three prior ships will be flipped and their red areas will all provide benefits when opponents roll the number.

Play continues until a player passes 40 points, then play continues back to the first player where the game concludes. At that point the player with the most points wins.

A SAGA BEGINS...

Soon after *Space Base* captured the attention of gamers, the saga began. *Space Base* features saga expansions, the first being "The Emergence of Shy Pluto". Saga expansions feature an exciting storyline to play through over several games. Each Saga has a story that, as players continue, introduces all-new ships with new abilities, as well as new rules and even unique dice that change the way you play.

The Emergence of Shy Pluto introduced a threat to all known space. Shy Pluto is a world-destroyer, and the saga takes you through the early attempts to learn about it, to developing military ships to fight it. There are many surprises as you play through, and the cards



instruct you on when to read the next sections and include the new cards.

Space Base will have a new saga in 2022, *The Mysteries of Terra Proxima*, which will continue the story of the brave people exploring new planets and facing new life forms and dangers.

PLAY ALONG AT HOME

AEG featured *Space Base* every Friday on its livestream gaming in 2020. A unique rule set was created that allowed an infinite number of players to play along at home and aim for the best score. More and more players joined us every week and it was really fun to connect this way. The "AEG Game Room" will be returning to live streaming soon, featuring *Space Base* and *Tiny Towns*, as well as other AEG games you can play along at home, news and other fun! Make sure to follow us on social media and watch alderac.com for when the episodes start again.

THE FULL PAYLOAD

Space Base, *The Emergence of Shy Pluto*, and *Command Station* are available today. *Command Station* includes all you need to take the game up to 6 players, including new boards and dice. *Command Station* also has storage room for the base set and expansion, and even has specialized card sleeves for all of the cards in *Space Base*. When *The Mysteries of Terra Proxima* releases in 2022, it will also fit easily in *Command Station*.

Put on all your medals and adjust your cap, commodore, it's time to grow your *Space Base*!



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THE NIGHT CAGE

SND 1007..... \$39.99 | Available Now!

Yes, you've been hearing us rant about Smirk & Dagger's *The Night Cage* for a long time now... and it is finally here. To celebrate, you will find an exclusive game piece tucked into this issue of *GTM* magazine.



The ENDBRINGER is a new Boss Monster to add to your copy of *The Night Cage*. Boss Monsters, as described in the core rules, can be used in either the Standard game or the Advanced game to add further challenge for the Prisoners. Two such monsters come in the published game, plus this exclusive monster, allowing you can add one, two or all three to a given game for the ultimate experience. Escape won't be easy.

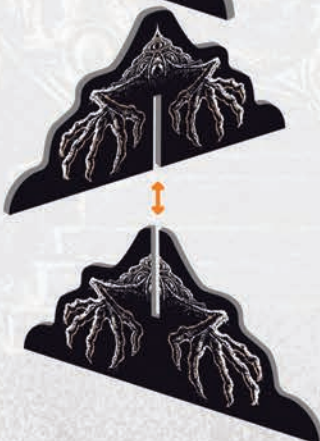
THE ENDBRINGER



You will sense the ENDBRINGER long before you encounter it, as the dread of its arrival weighs on your soul. When it does finally appear, it will hasten your end and attempt to leave you in the choking darkness forever.

Assemble the ENDBRINGER by punching the two tokens and slotting together as shown.

Like *The Dirge*, the arrival of the ENDBRINGER is foretold by Omens. During set up, find the 5 Omen tiles that came with the base game and



shuffle them into the Draw Stack of tiles. Each Omen tile functions as a countdown clock to the arrival of the ENDBRINGER.

As each Omen tile is revealed, place it alongside the board and draw a new tile to replace it.

Upon revealing the 5th Omen tile, place the ENDBRINGER token on top of the Draw Stack, where it will begin devouring your remaining light. From this moment on, you must discard a tile from the top of the Draw Stack *at the end of each Prisoner's turn*. This effect continues until the Draw Stack is empty and *Final Flickers* begins. Make no mistake, its arrival makes for a very dramatic end. You will need to have your team plan carefully to avoid being too far apart when it makes its appearance or risk being cut off from the group in the waning light.

Should you be a glutton for punishment and play *The Dirge* and *The ENDBRINGER* together, use the 5 Omen counters for both. The second Omen you reveal triggers *The Dirge*. The fifth triggers *The ENDBRINGER*.

Reading this article and somehow missing the insert? No problem. Use the rules above and your favorite mini as *The ENDBRINGER*.

Cling desperately to what light you have. It is fleeting. But know, together you can prevail!

...

Curt Covert is the owner of Smirk & Dagger Games. A seventeen-year veteran in the industry and the inventor of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few. The Smirk & Laughter line has expanded their reach to a broader audience than ever with games intended to connect with players on an emotional level.



GREED, PRIDE, WRATH... just three of the 7 Deadlies you will encounter in this devious little card game.

Rid yourself of them all, as soon as you can, but beware. Each of The Deadlies has its own unique, wicked power and will do their damndest to fill your hand with more!



PLAYERS: 3-5
AGES: 10 AND UP
TIME: 30 MIN

*"It's creative,
it's memorable, and
it's fiendishly clever
in every single play."*

- Pixel Die



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EPISODE #40: SPOOKY MONOCHROME

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our *Game Trade Media* Facebook page – Thursdays evenings at 7pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

WHY ARE THESE DAEVA UNNERVING?

With Halloween right around the corner, I thought it would be fun to not only paint up some creepy miniatures for this month's article, but also take a look at why we might find them creepy.

The first, perhaps most obvious, reason is that they remind us of terrifying characters from films, TV shows, and other pop culture media. From the days of silent film with *Nosferatu*, through to modern TV and the vampires of *The Strain* or The Gentlemen from *Buffy the Vampire Slayer*, and even the urban legend of Slender Man, tall, thin, bald men in long coats have been portrayed as evil and ready to prey upon the unsuspecting.

Another reason these models might seem creepy is their elongated features. Whenever we see something that resembles a human being, but differs from us in some way (such as abstracted anatomy), that reaction of a feeling of unease/revulsion has been termed "uncanny valley". This response has most recently been studied in regards to robots (we are more comfortable with robots that don't look like us), but it has been around for centuries, possibly millenia, and explains the fascination with various festival and sideshow performers, such as stilt-walkers and "giants".

But the final reason you might find these models unnerving is the choice of color palette. I've gone for a grey/green monochrome approach, where everything falls within a very limited range, something you are unlikely to see in your day to day life. When placed next to the humans in their posse, these "black & white" miniatures certainly stand out in an unnerving way.



Max Schreck as Count Orlok in *Nosferatu* (1922)



Over a black primer, basecoat the clothing with Vallejo Model Color Dark Sea Blue.



Stipple the clothing highlights with a 2:1 mix of Dark Sea Blue and Vallejo Model Color Light Grey.



Highlight the clothing (using tiny hashmarks) with a 1:2 mix of Dark Sea Blue and Light Grey.



Basecoat the flesh with Vallejo Model Color Basalt Grey.



Highlight the flesh with Light Grey.



Paint the eye sockets with Citadel Moot Green, and highlight the centers by adding Vallejo Game Color Dead White.



THE EXTENSIVE MALIFAUX RANGE

These Daeva (from the *English Ivan Core Box*) aren't the only creepy models in the Malifaux range.

With the range covering all manner of styles and aesthetic genres, you can find a lot of spooky, scary, or downright terrifying minis. For example, the Guild forces include Death Marshals lugging around flaming coffins, while the Resurrectionists bring mindless zombies to battle. Perhaps the spookiest are the Neverborn, an entire faction of demonic nightmares manifested on the battlefield!

Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



STARFINDER RPG: GALAXY EXPLORATION MANUAL HARDCOVER (PZO 7116)

From Paizo Publishing, reviewed by John and Isaac Kaufeld



13 & Up



4 - 7 Players



4 - 6 Hours



\$39.99

The world is a big place to explore, but it's not much compared to a whole universe. Seek out new planets, meet their mysterious inhabitants, and boldly venture where no explorer has gone before? Sounds like a great *Starfinder* campaign to me.

But how does a game master (GM) build an open-ended universe for their players without spending untold hours and hopelessly draining their creativity? They start with the new *Starfinder Galaxy Exploration Manual* from Paizo.

This 160 page book outfits players and GMs with new class features and equipment, as well as guides, charts, and randomization tables for everything from character backgrounds to planet generation.

Let's check out the top five things you need to know about the *Galaxy Exploration Manual*.

NEW CLASS FEATURES

Even though characters aren't the focus of this book, each of the *Starfinder* character classes gets new supporting material to expand their repertoire.

The new material grows the classes' options rather than adding major features. For example, Biohackers get new theorems, Witchwarpers get new paradigm shifts, and Solarians get new stellar revelations.

Mystics and Soldiers come out a little ahead of everyone else, with Mystics getting new connections and Soldiers getting both a new fighting style and a bunch of gear boosts. Still, there's something for everyone.

SCATTERED EQUIPMENT, FEATS, AND MORE

Since we're discovering new places as we explore the universe, it makes sense that the *Galaxy Exploration Guide* serves up a broad variety of new equipment, feats, and spells for outfitting your characters.

The main equipment section focuses exploration gear designed to keep the characters alive and moving regardless of where they land. New grenades, medicinals, and serums round out the other offerings.

You'll have to read the book carefully to find everything else. Like the Alien Archives, this book scatters specialized gear, feats, and even spells through every world-building chapter.

BUILDING WORLDS

The meat of the *Galaxy Exploration Guide* lives in the chapters about world building. Your characters found a planet. That's great, but what is the world like and who (or what) lives there?

Instead of wracking your GM brain for something new and different, this book gives you a process to build and populate the locale your players just found. It starts with the type of planet and moves on to biomes, inhabitants, cultural mores, and more.

Each biome chapter offers a sidebar of information and ideas ranging from societal notes to equipment lists, all invaluable for GMs and players alike.

OPEN-ENDED ADVENTURING

The final third of the *Galaxy Exploration Guide* outfits the GM with a step-by-step framework for creating an open-ended campaign. This style of game is commonly known as a "sandbox" because you can plopp the characters into it and let them play.

It gives GMs high level guidelines and advice, then follows that with details on choosing a thematic setting and populating that setting with interesting places, creatures, and potential problems.

From there, it drills down to the mechanics of starting characters with a deliberately small area to explore then growing the game from there. The first *Star Wars* movie (no, the *real* first movie, what's now called *Episode IV*) followed the same progression with Luke's journey, so you know the concept works.

A CHARACTER BUILDING (AND WRITING) DREAM

Creating a really interesting character takes imagination, but even the most creative *Starfinder* players can use a boost sometimes.

This book's character backgrounds section is filled with ideas for the events that shaped characters, the people who influenced them, and the dark mysteries they may not understand. And for

GMs, it also offers story hooks for how the party members met and what might be hunting them in the future.

Switching to my writer's hat, anyone who wants to write in any genre of science fiction will love the *Galaxy Exploration Guide*. Every chapter will fuel a writer's imagination with plot hooks and story twists galore. Need a planet? Build one. Working out plot hooks on a magical world? They're in the book.

VERDICT

The *Galaxy Exploration Guide* is a story creation playground for *Starfinder* GMs and players.

It gives GMs the practical guidance they need to launch engaging worlds for players to endlessly explore. We particularly loved the biome-specific filler details like arctic celebrations, common urban districts, and the delicacies enjoyed on airborne worlds. They add texture and spark to game settings, plus they give GMs great jumping-off points to build and expand.

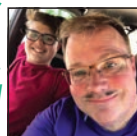
For players, the book is a trove of new character options, equipment, and background ideas. I can imagine all kinds of interesting combinations growing from this book, including a few I'm going to launch myself.

Looking more broadly at the book's content, the *Galaxy Exploration Guide* will make a perfect addition to any science fiction writer's toolbox. The sandbox adventure creation steps make a great plan for building a setting that can support 1,001 futuristic tales.

The *Galaxy Exploration Manual* easily earns a proud place on our bookshelf.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



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RUN
SHROOM,
RUN!

MARVEL VILLAINOUS: MISCHIEF & MALICE (RVN 60001912)

From Ravensburger, reviewed by Brian Herman



12 & Up



2 – 3 Players



40 – 80 Minutes



PI

Some villains want to rule the world through brute force. Crushing their enemies and fashioning explosive deathtraps. Loud, flamboyant, and flashy. But there is another type of villain; one that works from the shadows using subtle machinations and guile to achieve their nefarious ends. This type of villain has always been my personal favorite. Being out in the open presents such a loud, obvious, target. Working via manipulation and dealing with secrets can be far more powerful than sheer strength. It's with this philosophy the latest expansion for *Marvel: Villainous* was created.

Mischief and Malice explores 3 different evildoers that prefer to work from behind the scenes rather than tackle their obstacles head on. The result of this is delightfully wicked, carving out a niche slice in the *Villainous* universe that is well-represented in its editorial accuracy.

If you haven't played any flavor of *Villainous* yet, the ten-thousand-foot view is a simple concept. Each player chooses a villain complete with a domain placard and agenda. Turns are taken amassing power to play cards that further each villain's own goals while at the same time hindering the other players with Heroes and difficult situations via "fate" cards. The first villain to achieve his or her goal is declared the winner, with the rest of the players hanging their head in shame at being left in the dust.

Character selection can make or break a *Villainous* expansion, and *Marvel: Villainous* is no exception. Fortunately, the subtheme of trickery and guile is both refreshing and well-represented here. First up is Loki, brother to Thor and god of mischief. Loki comes with a series of double-sided "Mischief" tokens that he must both collect and spend for a variety of affects, the end goal being to have spent 10 of these tokens to be declared the winner. Loki also has in his deck "Multiverse" cards, other versions of the trickster god that help other players while also furthering his own ends. Loki plays much like you'd expect him to, sneaking around to avoid conflict and showing up where you least expect him to, even in another player's realm if it suits him to do so. Loki is certainly the strongest character in the set, but it takes subtlety and finesse to play him.

The second character in the expansion prefers mind over matter whenever possible. M.O.D.O.K. works within the evil organization A.I.M., constructing machinations to both further his own influence

while attempting to defy the laws of science. M.O.D.O.K. wins the game by having the maximum loyalty from A.I.M. on a special tracker from 1 to 5, finding the Cosmic Cube, and "activating" it. M.O.D.O.K. also avoids conflict with heroes that enter his realm, preferring instead to destroy them with mental blasts rather than fight them outright. He can even send heroes that would have been a problem for him to other player's realms, turning a disadvantage into an opportune moment for him. Of all the characters in *Mischief and Malice*, M.O.D.O.K.

seems to have the most fragile and easily disrupted engine. The key to playing him is to slowly amass loyalty within A.I.M. alongside stacking power, and then using that power to swoop in and play as well as activate the Cosmic Cube, taking the other players by surprise before they even realize it's over.

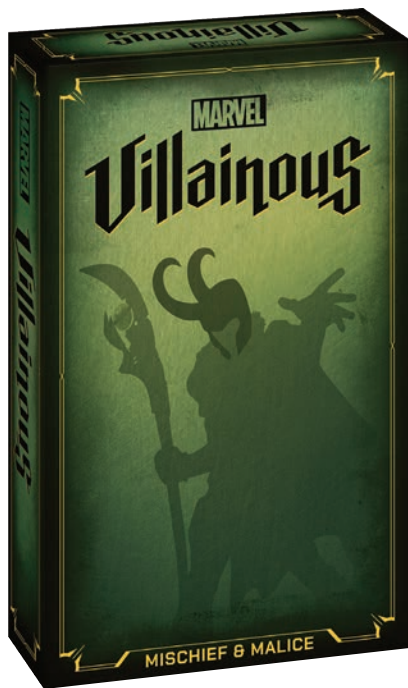
The final character in *Mischief and Malice* is also the most challenging to play while also being the most rewarding. While other characters avoid conflict, Madam Masque thrives on it. As a consummate professional, she seeks

out heroes to fight for one of two reasons: a paycheck, or a "vendetta." Her domain placard contains no places to gain power directly, but she can defeat heroes in her realm to either gain power equal to their strength, or to raise one count in her "vendetta" tracker. When she gets to the 8th spot, she wins the game. Playing Madam Masque is all about balancing the need for currency against the need for revenge. Other villains combat for glory or to escape; with Madam Masque it's either not personal, or it very much is, there's no in between.

As the first expansion to the *Marvel: Villainous* line, I had extremely high expectations from Ravensburger on opening the box. From the quality of the materials to the nuanced gameplay interactions between both these evildoers in this box as well as the core set, I was not disappointed. Whether you're a hardcore *Villainous* fan or merely a casual acquaintance of the series, *Mischief and Malice* is worth a close look. Make sure you keep your eyes open, however. These bad guys are sneaky.

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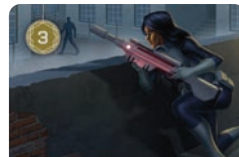
Brian Herman has over 30 years experience playing games, is a father of two, and the *Sorting Hat* would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.



HULK AVENGER

When played, turn HULK AVENGER horizontal so that he covers three action spaces. When vanquished the first time, turn him vertical so he only covers 2 spaces in one location. Discard after second vanquish action.

6 Hero



LINE OF SIGHT

Gain a vanquish action. You may target any hero in any Domain other than Madame Masque's with this vanquish action.

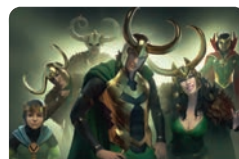
Effect



PSIONIC BLAST

Target any hero in your Domain. Place a number of -1 Strength tokens equal to the hero's Strength on that hero.

Effect



I DID WHAT? WHEN?

Target a Villain with a Multiverse character in their Domain. Remove that Multiverse character from the game to the game box. That Multiverse character is no longer part of the current game.

Effect

SHADOWRUN®



LIGHTS OUT!

Shadowrunners are not the only people who know the benefits of working in the dark. All sorts of dirty deeds are about to take place where they cannot be seen. Several cities across the UCAS will go dark, losing power with no clear way to get it back. The ensuing chaos will reshape the nation and the whole world—and provide lots of shadow work for those who can handle it.

Cutting Black is a plot book with the background and fallout of this blackout, and **30 Nights** is a campaign book taking runners through a full month in blacked-out Toronto. Together, these books plunge players into a new kind of action, as the Sixth World tears itself down and struggles to see what will emerge from the wreckage.

Both books are available at game stores!



TINY EPIC GALAXIES - BLAST OFF (GLG TEGBO)

From Gamelyn Games, reviewed by Thomas Riccardi

 9 & Up	 1 - 4 Players
 30 -45 Minutes	 \$20.00

Space. For some, it may be the final frontier but for you, it is your destiny. Your civilization has progressed into Type III which allows you to harness the power of your own galaxy, but yours is not the only one and others have also emerged to make their grab for power. Will you be able to advance your civilization and leave your opponents in the cosmic dust, or will you succumb to their power? This is the setting of *Tiny Epic Galaxies Blast Off*, from Gamelyn Games.

There is a lot packed into this tiny box including the rulebook, four galaxy mats, one action mat, 30 planet cards, six custom dice, 16 wooden starships, eight wooden resource tokens, four wooden galaxy sliders and one wooden first player token. The game accommodates up to four people playing and the set-up is pretty easy. Once each player has a galaxy mat, everyone receives four starships, one galaxy slider and one culture and energy token in their respective color. Each player will then place one culture and two energy on their mat and set their slider on the first space. Next, shuffle the planet card deck and draw two more cards than there are players in the game (for example: in a two-player game you would draw four cards face up.) Finally, you will place the six dice and the action mat in the center of the table.



(two ships on a planet will generate two resources, etc...). The maximum number of these resources are seven and anything over that is discarded.

Advance Colonization: Life and Tech are the resources players need to advance colonization. Each resource moves your ship in orbit one space up on the track and when it is at the top space it is moved to your mat and a new card is drawn from the deck.

Utilize Galaxy: This is an important die allowing one of two actions. The first is utilizing abilities from one of the planets a player has colonized; this can come in handy as it will provide players with

multiple advancements on a track for a planet they are orbiting. The other benefit is advancing the level of a player's galaxy by paying its cost in either Energy or Culture. Once this is done, players get to roll more dice, gain new starships, and gain Star Points. The first player to reach 21 Star Points triggers the end of the game, and the most points wins.



Once play order is established, each player consults their galaxy track to see how many dice they can roll as well as starships placed at their home planet. If one doesn't like the dice results, they can be re-rolled at the cost of one energy. This applies to any dice roll that have not yet been activated, so one can choose to activate some dice and then re-roll the rest. Each of the actions are the following:

Move a starship: This allows players to move their home galaxy to another planet where one of two actions can then be selected. Players may land on the planet and immediately perform the action that is listed on that planet's card. Alternately, players can choose to *orbit* the planet, putting their ship at the first position on the track. Each planet uses resources of life and tech to colonize so players can use these to move their ships along the track. Once a player reaches the top of the track, they move that planet under their galaxy mat and gain the amount of victory points indicated on the card.

Acquire Resources: Energy and Culture are the resources that are acquired in this game and there are two ways to acquire them. The first is through random dice rolls and the other is if a player is on a planet with ships. Each ship will generate these resources per turn



Blast Off! is a great, fast-paced and fun game that you can either play solo or with four of your friends. For more information on this and other great games head over to <https://www.gamelyngames.com/> and get ready to rule the galaxy.

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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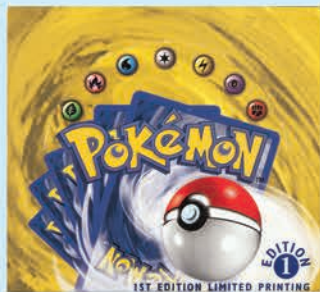
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One lucky winner will receive a copy of *The Hunger*, courtesy of our friends at Renegade! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on September 21st and will close on October 25th, so don't delay!

Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).



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